



TALES OF SYMPHONIA®

Dawn of the New World™

COVERS NINTENDO WII™

BASED ON A GAME
RATED BY THE
ESRB **T**

Written by Off Base Productions

The logo for 'Tales of Symphonia Dawn of the New World' is prominently displayed at the top. The title 'TALES OF SYMPHONIA' is in a large, stylized, blue and gold font. Below it, 'Dawn of the New World' is written in a smaller, similar font. To the right of the title is a circular emblem featuring a silhouette of a character on a horse against a sunset background, with a large 'O' and 'A' on either side.

TALES OF SYMPHONIA

Dawn of the New World™

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Prologue

As of now, the world is whole, but in the ancient past it was divided into the realms of Sylvarant and Tethe'alla. Two years ago, Lloyd Irving and Colette, the Chosen of Regeneration, set out on a journey to reunite the fractured worlds. Together, they planted a new world tree that brought together the worlds of Sylvarant and Tethe'alla.

What should have been a joyous occasion, descended into chaos and despair. A series of unforeseen natural disasters ravaged the land. Lakes dried up, savage winds beat the mountains, and verdant forests became deserts. The citizens of the New World were lost in the confusion and in the desperate times, they turned to desperate measures.

Tethe'alla's forces rallied behind the Church of Martel, claiming the authority of the hero Lloyd Irving and the goddess Martel. The Sylvaranti formed the Vanguard, a violent resistance movement with no mercy for Church sympathizers. War engulfed the New World.

In a small seaside town, a new journey is beginning. War has reached the shores of Palmacosta and in its path are the lives of two budding heroes. Emil Castagnier and Marta Lualdi have a chance encounter that changes their lives forever. Together, they must set out to discover the secrets of the past and, in doing so, find hope for a better future. Only through their actions may they find the light to see the dawn of a new world.



Characters

EMIL CASTAGNIER

Emil is the protagonist of this story. He lost his parents in the Blood Purge that occurred in the Port City of Palmacosta. He has a naive personality and an innocence that leads him to believe anything he's told. Generally a coward, he's not successful in anything that requires a great force of will. He possesses a deep hatred for Lloyd, the one responsible for killing his parents. Certain circumstances lead him to swear a contract to protect Marta as one of the Knights of Ratatosk. As a result, he can call upon the power of the spirit Ratatosk during battle, which causes him to act as a cruel and unforgiving warrior. It would pain him to see the vast difference between the person he was and the person he's become.



MARTA LUALDI

Marta is a girl who lost her mother when Lloyd's party sent the Great Tree into chaos. She has a mysterious jewel known as "Ratatosk's Core" implanted in her forehead. Determined and unafraid to make her voice known, she is not satisfied unless she can think of things in absolutes. She thinks of Emil, who saved her, as a knight in shining armor, and has decided that his typically cowardly and passive attitudes are simply modesty that hides his true strength. She hates Colette, who killed her mother, and Lloyd, who attacked Palmacosta.



RICHTER ABEND

Richter is a young man currently searching for the Ratatosk's Core for unknown reasons. Sarcastic to a point, he is relentless in the pursuit of his goal. He meets Emil on his quest to find the Ratatosk's Core, and while he's disgusted to see such a cowardly character and passive attitude from him, he puts himself at his service. Clearly, there must be some reason for this.





COLETTE BRUNEL

Colette is the Chosen of Regeneration and was the one who planted the new world tree. As such, this makes Colette either a hero or an enemy to the citizens of the New World. Regardless of how others see her, Colette never gets down and never loses faith in Lloyd. Together, with Lloyd, Colette aims to set the world back on its track toward regeneration.

RAINE SAGE

Raine was Lloyd's teacher in the town of Iselia and is also the older sister of Genis Sage. As a half-elf, life is not easy for Raine. Along with her younger brother, Raine sets out to try and make the world a better place for half-elves, but when she hears about Lloyd's action, she decides to track him down. Raine is a calm, nurturing woman who cares very deeply for those around her.



GENIS SAGE

Genis is Raine's younger brother. As a close friend of Lloyd's, Genis is concerned about his recent actions and is adamant about tracking him down with his sister. Genis may be young, but he has grown a lot since his last journey with Lloyd and Colette. Genis is feisty and eager to fight. Along with his sister, Genis is a valuable member of any team.

REGAL BRYANT

Regal was falsely imprisoned for a crime he did not commit. Reluctant to break any laws or go against the system, Regal calmly and willingly serves his sentence. As chairman of the Lezareno Company, Regal is of high society, yet is uncorrupted by its greed and temptations. Regal's generosity knows no bounds and he is always willing to lend a helping hand.



ZELOS WILDER

Zelos, like Colette, is a Chosen One from past days. Zelos lives a carefree life and rarely takes anything seriously. Zelos has no interest in Emil, but for Marta he will do anything. In the presence of a beautiful lady, his true nature comes out, as he is quite the ladies' man.



SHEENA FUJIBAYASHI

When it comes to Sheena's assets, there is more than meets the eye. Sheena is the successor to the Chief of Mizuho and, as such, she has a full fleet of ninjas at her command. Sheena is a skilled fighter, as well as a summoner of the spirits of the world. Sheena is a bit clumsy and has a fiery temper when she is not getting the respect she deserves.



PRESEA COMBATIR

Presea may look young, but her appearance is only a disguise for her adult maturity. Presea comes to Emil and Marta in a time of need and turns out to be a literal lifesaver. Presea is working with Regal, hoping to rebuild her hometown of Ozette.



Battle Basics

MENU

The Menu is the central hub for all your needs concerning Emil and his party members. From the menu, you can access Artes, Items, and Equipment, as well as adjust Strategies and party members. Access the Menu by pressing the + Button on the Wii Remote during gameplay.



Artes

In this game, the measurement of true fighter is based on the quality of their Artes—special combat moves or spells that allow the user to either attack an enemy or heal a friend. As fighters become more experienced, more powerful Artes are unlocked. If a fighter becomes truly skillful, they may even unlock the ancient power of Mystic Artes.

MODE

Characters may be set to three different modes of play: Manual, Semi-Auto, and Auto. These may easily be switched during combat by pressing the 2 Button.

MANUAL

In Manual mode, you are given complete control of the character in play. During battle, you must move the character around the battlefield and aim your attacks and Artes with precise movements. While in this mode, it is important for you to notice the distance between your character and the enemy. If the character is too far from the enemy, attacks will not hit and TP may be wasted.

SEMI-AUTO

Semi-Auto is nice balance between control and computer assistance. In this mode, you can free-run by holding down the Z Button and moving the Control Stick. You can also attack on command by using the same A Button attack as Manual mode. What differentiates Semi-Auto mode from Manual mode is that the character will automatically block and automatically run up to enemies when performing attacking Artes.

Semi-Auto mode takes the guesswork out of distance and placement while still allowing the player many of the freedoms granted in Manual mode. Semi-Auto mode is a great way to start the game. When you feel you have mastered this, feel free to try out Manual mode.

AUTO

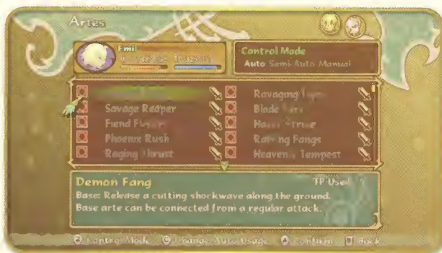
Once a character is in Auto mode, virtually all decisions are taken out of your hands and made automatically. This means that the character fights, blocks, and casts Artes on his or her own until the battle is over. Auto mode does, however, grant the player the opportunity to make a few decisions in battle. By pressing the C Button, you may choose when to initiate Unison Attacks and by bringing up the Menu, you can also determine when to use items. Auto mode is generally reserved for all supporting characters, but may be used to fully automate all battles.

HEY! WHERE DID THE FUN GO?

Sure you can put everybody into Auto mode and practically let the game play itself, but do you really want to? Set everyone to Auto mode except for the character you are currently playing to get the most out of *Tales of Symphonia: Dawn of the New World*. If that's not enough of an incentive, keep in mind that you also gain a boost in your final Grade after each battle while playing in Manual mode.

ASSIGNING ARTES

For a character in Semi-Auto or Manual mode, Artes may be assigned to the four spaces in the Artes menu. After an Arte has been assigned, it is preformed by pressing the B Button and moving the Control Stick in different directions. Artes are key to winning all major victories and are continuously unlocked throughout the game. Learn to utilize all Artes as they come, then pick four that best complement each other in combat and place them in the Artes menu.



FULL BAG OF TRICKS

Even though you can assign only four Artes to the Artes menu, it doesn't mean that they are the only four you can use in battle. Press the + Button during a fight, then access the Artes menu. From there, you may choose any Arte, regardless of whether or not it has been assigned to a shortcut.

SHORTCUTS

From within the Artes menu, press the 1 Button to apply Shortcut settings to the D-Pad, Wii Remote, and Nunchuck movements. These eight Shortcut settings can be set to Emil's Artes, or the Artes of any teammates. It's probably best to set Marta's or Colette's healing and supportive Artes to these buttons to quickly summon heels during battle. Setting these Shortcuts eliminates the need to bring up the Artes menu during battle and grants the player more control over the team.



Equipment

Select Equip, then choose the Equipment in the sub-menu to access the wears and accessories for all the characters in the game. Emil and Marta each have six equipment slots: Weapon, Body, Head, Arm, Other 1, and Other 2. Characters such as Raine and Genis have their own equipment that cannot be switched out. Monsters within the party have only two equipment slots: Other 1 and Other 2.

At the bottom of the screen is a detailed description of each item. If an item is selected, a box on the left appears and gives an in-depth stats analysis of the item selected compared to the item equipped. Use this information to determine if the item will boost or hurt your player's stats. Some items will lower some stats while raising others, so it's up to you to decide which stats are more important and if it's wise to equip that item.

Throughout the game, it is extremely important for Emil and Marta to keep all of their armor and weapons up to date. If either character faces a tougher enemy while still using armor they picked up in Luin, they may be seriously crippled by their poor choices in accessories. Visit the shops at every new town to discover new wares or investigate the possibilities of synthesizing new weapons and armor.



Skills



Skills can affect your characters in many different ways. They work as certain perks that can boost stats, add abilities, and improve combat. Every character and monster can equip skills through the Skills menu, a sub-menu of the Equip menu. The only limit to the number of skills equipped is each character's SP level, which is gained as their level increases. All skills require a certain amount of SP and equipping one subtracts that amount from the character's total SP.

Skills are equipped by selecting the character and then the skill that you wish to use. Skills are divided into the following seven categories:

ABILITY

Ability Skills allow the character more options during battles. Abilities grant extra attacks, combos, and moves as well as access to higher-level Mystic Artes.

ATTRIBUTE

Attribute Skills can change the way certain characters behave in battle. This could mean shorter casting times or ability to hide from enemies.

RESISTANCE

Resistance Skills allow characters to boost their resistances to certain elements or ailments.

WEAKENING

Weakening Skills grant the character's attacks a chance to add a debilitating status effect to their enemy.

ELEMENTAL

Elemental Skills allow the character to change the elements of their attacks as well as boost their resistances to certain elements.

ENEMY

Enemy Skills boost the character's attacks against certain types of enemies, such as demons or birds.

STATUS

Status Skills boost characters overall stats.

Items

Accessed from the Item menu, these are organized into 10 categories (see our **Items & Equipment** chapter for details):

NEW

This list includes everything that you have recently acquired. It's a quick way to determine what you've acquired from recent battles.

CONSUMABLES

These are the only items that can be used directly through the Items menu. Consumables include gels, bottles, herbs, and manuscripts. Visit the Consumables tab between battles to replenish lost TP and HP with helpful gels.

WEAPONS

This lists all of the weapons that Emil and Marta are currently not using. From this menu, you can read a brief description of each weapon and then select it to see if it will boost or drop Emil or Marta's stats.



BODY

This lists all the items that can be equipped by Emil and Marta in the Body slot.

HEAD

This lists all the items that can be equipped by Emil and Marta in the Head slot.

ARMS

This lists all the items that can be equipped by Emil and Marta in the Arms slot.

ACCESSORIES

This list contains all of the accessories that you have acquired throughout the game. Accessories may be equipped by Emil, Marta, or any monsters within the party. Highlight any accessory to read its description and discover the special bonus it would grant the user.

SYNTHESIS MATERIALS

The synthesis materials acquired through battle and by finding them in the world are listed here.

INGREDIENTS

A list of all the ingredients in your possession. Bring these to the Katz Guild to make delicious meals for Emil's monsters.

VALUABLES

These are the extremely rare and unique items in your possession. They are usually acquired through the main story and are used only on special occasions.

Strategy Menu

Use the Strategy menu to arrange battle formations and change the action patterns of your teammates. By selecting Change Strategy, you can assign action templates to each party member. Each character has his or her own set of action templates and each action template has its own special attributes. Therefore, make sure to highlight each action template and then read its descriptions in the box below to make appropriate decisions on which template to assign.



By selecting Change Formation, you can rearrange the positions of all party members on the battlefield. Those in the front of the line will most likely take the brunt of the damage dealt. Try to have heavy hitters like Emil up there while keeping healers and mages like Marta in the back.

Status Screen

Select the Status screen to see a detailed description of each character's stats and attributes. From here you may examine each character's elements, level, stats, and both the total their total EXP and the EXP needed to reach the next level. Titles, listed under the character's name, may also be changed through the Status menu. New titles may be earned throughout the story.



Library

MONSTER BOOK

The **Monster Book** lists every creature you have encountered in the game. Use it to take a closer look at each monster's attributes. This tome tells you each monster's strength, weakness, and even the items that it drops. See the **Monster Book** chapter of this guide for details on every monster in the game, including their HP as a foe and as an ally. We've also provided all important stats for every boss.



JOURNAL

Peek into Emil and Marta's private journal to read a recap of all that has happen in the story thus far. If you ever forget the next objective or lose sight of the story, check the journal to see what Emil and Marta have written.



CURRENT QUEST

The Current Quest screen of the Library is only available during quests supplied by the Katz Guild. Use this menu to remind Emil of his current quest objectives during those long treks through multiple dungeons.

PLAY RECORD

This tracks detailed statistics about your gameplay. Stats tracking monster completion, play time, and battle data are all stored here, along with a number of other interesting tidbits.



SYSTEM

This menu choice allows you to save your game while on the Field Map, load your game anywhere, as well as access the Options menu, where you can adjust system settings for dialogue, display, and audio.

SELECTING YOUR ACTIVE PARTY

Only four party members may be active at once, and as you progress through the game you gain more allies and monsters. To select which ones you want to be active, arrange the characters by selecting a character portrait and exchanging it with someone else. Only the first four character portraits are in your active party.

SHOPS

The world around our heroes may be descending into chaos, but the economy is doing just fine. In each town, and even some dungeons, there are shops selling life's necessities, as well as some strange and unique items. At the shops scattered around the world, Emil can buy, sell, and synthesize items through the exchange of Gald. This commodity can be acquired by selling items, defeating monsters, and sometimes by opening treasure chests.

Information about items, including stats and synthesis requirements can all be found through the Shop menus by scrolling over the item. After Emil has made a decision on what to buy, select the item to purchase it. Selling items works in the same way as buying, but instead of the price to pay he listed, it is the payment that Emil will receive. It's a good idea to hold onto items throughout Emil's travels, as he may need them later for synthesis, but if Emil is low on cash, he can also sell these items to boost his pocket change.

Synthesizing Items

Synthesizing is basically another way to purchase items, where you provide the materials. Through synthesis, Emil can create some of the most powerful items and weapons that Gald can buy. To synthesize an item, first make sure that Emil has all the correct materials by checking the Additional Materials section in the Synthesize menu. If Emil has all the correct materials, he may create the new item by paying a small fee to the vendor.



FIELD MAP

Access the Field Map by having Emil travel to the borders of any town or dungeon. Through the Field Map, Emil may quickly travel to other towns or destinations if they are listed on the Locations menu. Which destination Emil may visit depends entirely on where he is in his journey. Descriptions of the destinations are giving on the top Location tab and offer a great tourist's primer to each locale.

From the Field Map, press the + Button to access the Main menu. From there, the game may be saved on the Field Map without the aid of save points.



THE BATTLE BEGINS!

Once Emil encounters an enemy, he is quickly transported to the battlefield. Emil and his party line up on the left side and his foes line up on the right. The four active party members are displayed at the bottom of the screen with their HP and TP displayed. HP is a measure of how much damage each party member can take. Once a party members HP has reached zero, he or she is KO'd and is out for the rest of the fight, unless they are resurrected with an Arte or Life Bottle. If all human party members are KO'd, the game is over. TP is the energy needed to perform complex Artes. Every Arte consumes a certain amount of TP. When a character runs out of TP, it may be replenished through gels or by performing normal attacks.



Battle Menu

During any battle, press the + Button to bring up the Battle menu. From here, you may access several options to customize the fighting experience to your liking. Access the Artes menu to select specific Artes to use in combat. Enter the Strategy menu to change battle formations. From the Equip menu, you may change party members' weapons and armors. Bring up the Item menu to toss out gels and other consumables to party members. Finally, select Escape if you need to leave a battle.



Through the Battle menu, you may also change the party member that you control. Press the C Button, then assign the character you wish to play by selecting them through the bottom row displaying party members.

Movement

Using the Control Stick moves you back and forth through the battlefield. Hold the Z button while moving to enter free-run. While in free run, you can explore the battlefield with full 3D movement. Free-run also allows you to place the character exactly where you want them to be, providing easier dodging and stealthier attacks.

Attacks

When facing more than one foe, use the - Button to switch between enemies. This lets you prioritize which one to attack first.

To attack, get close to the enemy and press the A Button to perform the character's regular attack, which does not consume TP. Characters may also execute different styles of the basic attack. Press the Control Stick down and the A Button to perform a thrust. Press the Control Stick Left/Right and press the A Button to perform sweeps. Hold the Control Stick Up and press the A Button to execute an anti-air attack.



To perform Artes, press the B Button and along with the appropriate direction of the Control Stick.

One of the most powerful attacks in Emil's arsenal is the deadly Unison Attack. Once the Unison Attack gauge, the colored bar under the party members icons, is filled halfway, a Unison Attack can be unleashed by pressing the C Button. If other party members are able, they join in the attack to rain destruction upon the unfortunate enemy.

Guarding

Playing offense may be more fun than defense, but you will quickly discover that being a defensive fighter is key to winning the battle. Hold the Z Button to have your character guard oncoming attacks. Guarding greatly decreases the damage that a character receives, but if they do this for too long their guard will be broken and for a short time they may take more damage than normal.

Ailments

Many attacks inflict Physical or Magical Ailments.

PHYSICAL AILMENTS

Poison	Gradually reduces HP
Paralyze	Occasionally cannot attack
Petrify	Gradually become immobile
Weak	Saps strength from body, reduces HP greatly
Sick	Gradually reduces TP
Sealed Arte	Cannot use Artes
Shock	Easier to be stunned
Sleep	Falls asleep and cannot take actions until hit

MAGICAL AILMENTS

P. ATK Increase/Decrease	Increases or decreases physical attack.
P. DEF Increase/Decrease	Increases or decreases physical defense.
A. ATK Increase/Decrease	Increases or decreases arte attack.
A. DEF Increase/Decrease	Increases or decreases arte defense.
Speed Cast/Cast Delay	Increases or decreases casting speed.
DEX Increase/Decrease	Increases or decreases dexterity.
Speed Increase/Decrease	Increases or decreases movement speed.
Auto-Resurrect	Automatically revives when KO'd

Mystic Artes

Mystic Artes are the coup de grâce when it comes to battles. These attacks require a bit of preparation before they can be performed on the battlefield. Characters must first acquire the Special skill through leveling up and then equip it through the Skills menu. Next, enter a battle and fill the Unison Attack gauge to its maximum capacity, then hold the B Button while performing a high spell or arcane arte to execute a Mystic Arte. See the **Artes** chapter of this guide for details.

Battle Results Screen

After every battle, you see the Battle Results screen. It includes how much EXP, Bonus EXP, Gold, and Grade was gained from the previous fight. The Results screen also displays the time taken to complete the battle, as well as the Max Hits.

The Grade score represents how well you did in the battle by adding or subtracting points based on certain actions or goals met. Factors that affect Grade include the time it took to finish the battle, items consumed, max combos, and damage taken. To see a detailed breakdown of how Grade is calculated, press the Z Button while on the Battle Results Screen and access the Grade tab.



KATZ GUILD

In many of the towns, little Katz sets up shop and offers a number of services to Emil. Through the Katz Guild, you may choose the monsters to have in your party, cook food for the monsters, and accept quests.

Party

Inside the Party menu, you can access all of the monsters in Emil's collection and subtract or add monsters to your party. To the right of the monster's name is a symbol with their element so that you may organize the perfect monster party to tackle the foes that stand in your way.

Cooking

Through the Cooking menu, any human party member may cook a delicious, or disgusting, meal for any monster in Emil's collection. Feeding delicious meals to your monsters will help increase their stats and even allow them to evolve once they have hit a certain level. To find out which monsters like which foods use the visual cues on the cooking screen. See the **Cooking** chapter of this guide for a complete list of Recipes.



MONSTER EVOLUTION

If a monster is ready to evolve, there will be a small grimacing icon next to its name. To evolve the monster, feed it a meal through the Cooking menu and choose whether or not to evolve it.



Quests

By accessing the Quests menu, Emil can accept quests to help out the community and its members. Some quests are simple boss fights while others are treacherous dungeon crawls. One thing that all quests have in common is an awesome reward for the successful adventurer. If the party is all KO'd during a quest, it is lost but it's not Game Over. However, once a quest is lost, it may never be replayed.



World Map

- 1 Katz' Village
- 2 Communion Spring
- 3 Temple of Lightning
- 4 Mizuho
- 5 Sybak
- 6 Tower of Salvation
- 7 Altessa's House
- 8 Temple of Earth
- 9 Meltokio
- 10 Temple of Darkness
- 11 Cape Fortress
- 12 Flanoir
- 13 Temple of Ice
- 14 Otherworldly Gate
- 15 Altamira
- 16 Toize Valley Mine
- 17 Camberto Caves
- 18 Izoold
- 19 Martel Temple
- 20 Iselia
- 21 Iselia Human Ranch
- 22 Triet
- 23 Triet Ruins
- 24 Hima
- 25 Tower of Mana
- 26 Luin
- 27 Lake Sinoa Cave
- 28 Asgard
- 29 Palmacosia
- 30 Hakonesia Peak
- 31 Dynasty Ruins
- 32 Gladstheim





Chapter 1: World in Discord

Emil wakes up to the distant yet familiar howl of an unknown monster. Emil is filled with déjà vu, but it is so early in the morning that maybe it's just his imagination. It's bright and sunny outside in Luin, but the new day does not comfort Emil. The horrors of the past and the loss of his parents in Palmacosta still haunt him. Emil wonders if he is strong enough to leave the past behind, but there are still so many questions left unanswered. Maybe in time, the past will come into focus and he may understand the reason for the massacre at Palmacosta.



OBJECTIVE 1

Find the Source of the Mysterious Howl



OBJECTIVE 2

Thank the Stranger for his Help



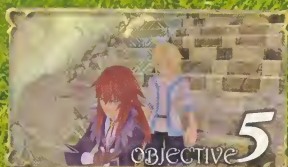
OBJECTIVE 3

Investigate the Lakebed



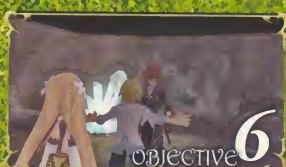
OBJECTIVE 4

Tell the Man with the Red Hair about Marta



OBJECTIVE 5

Find Marta



OBJECTIVE 6

Save Marta



OBJECTIVE 7

Return to Luin



OBJECTIVE 8

Stop Marta and Save Luin



OBJECTIVE 9

Search for Lloyd

CITY OF REBIRTH

Find the Source of the Mysterious Howl

Once Emil is awake, take time to get used to moving around the game world. There is nothing to grab inside Emil's room, so proceed to the main room of the house. Emil once again hears the mysterious howl. Emil's Aunt Flora tells him that monsters have flooded the lakebed and then berates him for being such a miserable nephew. Once she finishes undermining Emil's self-esteem, leave the house through the front door to enter the town of Luin.

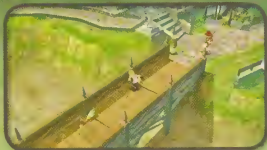


A MAN OF THE TOWN

CONTROLLING EMIL

Emil is a man on the move. The truth is that there is actually more than one way to move through the world. Use the Control Stick,

+Control Pad, or Wii Remote to guide Emil on the screen. To use the Wii Remote, simply aim the cursor on the screen and hold the B Button to move him there. The further away the cursor is aimed from Emil, the faster he runs.



THE MENU SCREENS

Press the + Button to access menus and customize almost everything in the game. From here, Emil can access his Artes, Equipment, Items, Strategy, Status, Library, and System menus.



STICKS AND STONES

Many of Luin's citizens are out and about wandering the town and, if Emil wants, he can stop by to say hello. If Emil

starts conversing with any of the townspeople, he quickly learns that he may be the most hated person in the world. The citizens of Luin will hurl insult after insult at Emil without remorse. It seems that the citizens despise Emil because he might be connected to the increase in monsters. Another theory is that it's Emil's haircut that garners all this hatred.



cross the southern bridge, walk to the fountain plaza, and wait for a cut-scene to begin.

Once Emil leaves the steps of his house, he hears the howl once again. This time, he can almost pinpoint its location. The howl seems to be coming from the fountain plaza. Head toward the eastern wooden bridge and cross over into the next area. Next,

THE MAN WITH THE RED HAIR

Once at the fountain, two local bullies, whose hatred seems to be at a boiling point, corner Emil. The bullies demand that Emil swear his allegiance to Lloyd the Great or else. Whether Emil chooses to stand up to the bullies or not makes little difference, as the bullies can never be satisfied. They push Emil to the ground, but before they can pummel him to dust, a mysterious stranger arrives to scare them off.



Emil has a personal moment and pauses to reflect on the stranger's advice, as well as this man's willingness to stand up for him. He decides that it's probably best to thank the stranger for his kindness.

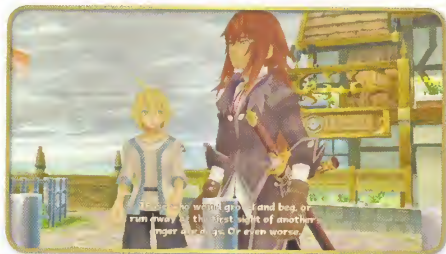
Thank the Stranger for His Help

COURAGE IS THE MAGIC THAT TURNS DREAMS INTO REALITY

The town of Luin is relatively small, so it will not be hard to locate the red-haired stranger—his dual swords and tall stature should make him quite obvious. Emil can find the red-haired man outside the town's general store and church in front of the local statue.



Talk to the stranger to thank him, and Emil and the red-haired man enter into a deep conversation about courage and what it means to be a man. Once the stranger is done waxing philosophical truths, he will ask Emil whether he is a dog or a man. Emil is stunned into silence. It's up to Emil to determine whether he will grovel like a dog or rise up and become a man.



ALL THE WORLD'S A STAGE



This new world is filled with drama, action, and, sometimes even comedy. The characters in *Tales of Symphonia* almost always seem to have something to say about what's going on. During gameplay, when skit pop-ups appear, press the C Button to activate the skits. Oftentimes, these skits merely offer a glimpse into the character's thoughts; but they also may offer meaningful hints or clues within the game.

Leave the area and Emil will hear the distant howl again. It is becoming clearer and seems to emanate from the lakebed. Run to the town bridge next to the Inn and another cut-scene will begin. Emil's Uncle Alba runs in with bad news: new monsters are appearing at the lakebed. Uncle Alba and the town watchman rush into town looking for reinforcements, leaving the bridge unguarded. Take this opportunity to slip out of town unnoticed and head toward the lakebed.

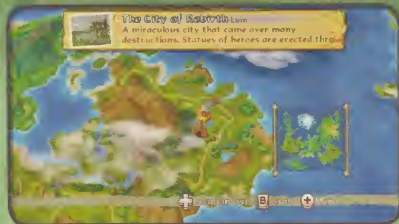


LAKE SINOA

Investigate the Lakebed

INTO THE CAVE

WORLD AT YOUR FINGERTIPS



On the Field Map, Emil can see the entire world laid out before him. Study the world's geography and locate destinations to visit. As of now, only Luin and Lake Sinoa Cave are available.

Select Lake Sinoa Cave from the Field Map for Emil to begin his travels. Once Emil arrives at Lake Sinoa, a massive bear ambushes him. The fight is inescapable; Emil and the bear are transferred to the battlefield.



SWORD, MEET BEAR



It's time for Emil to stop acting like a dog and become a man—or at the least a very manly dog. Get familiar with the combat system by running up to the bear and attacking with a series of combos. Press the A Button for a basic attack; press it repeatedly to perform a combo attack.

Practice combat by slashing the burly bear with Emil's sword. Eventually, Emil is knocked down by the bear's dominating strength—don't worry, this outcome is inevitable. A new unknown ally will jump in to save the day. This female savior knocks back the bear and rescues Emil from certain doom. Emil is now given a second chance to redeem himself and fights the bear once more; this time, however, Emil has a new friend to fight beside him. Work together with Emil's new companion and finish off the bear with a series of combo attacks.



The girl in the Lakebed seems to be experiencing déjà vu and thinks Emil is someone she met before. She introduces herself as Marta and then asks for one favor from Emil before taking off again. "If things get dangerous, will you save me again?"



LUIN

Tell the Man with the Red Hair About Marta

BACK TO TOWN

Before returning to Luin, find and open the treasure chest beside the shipwrecked boat; it's to the left of where the bear attacked Emil. After grabbing the **Life Bottle** from the treasure chest, return to the Mayor's house. Head to the town's general store and climb the stairs to reach the Mayor's office. Inside, the Mayor and the red-haired man are talking things over. The red-haired man's name is Richter, and he needs to find Marta as soon as possible. Richter joins Emil's party and the two set off to find Marta.



ALWAYS BE PREPARED



Before taking off with Richter on another adventure, it is extremely important to save your progress at the nearest save point. Save points are scattered all over the world, but Emil can always find one in any Inn.

Leave Luin and return to the Lake Sinoa Cave. Instead of just exploring the Lakebed, move further into the lakebed and head toward the cave. Uncle Alba and two watchmen are protecting the caves and refusing to let anyone in. Richter, however, is very persuasive and gains access to the caves for himself and Emil.



LAKE SINOA CAVE

Find Marta

CAVE OF WONDER

Enter the cave with Richter and wait for a Polwigne to attack. Richter walks you through another quick tutorial of the combat system. His advice gives Emil deeper insight into the intricacies of the combat system. Together with Richter, finish off the Polwigne, and prepare to venture deeper into the cave.



THE SKILLED COMBATANT

During this first battle in the cave, Emil can practice some of the more advanced techniques used in combat. After unleashing a combo, Emil must experience a cooldown between attacks, during which he is an easy target for enemy attacks. Use the Z Button to guard against attacks or use the Z Button and Control Stick to enter free roam and run away from the enemy.



Continuing down the path, Emil almost walks into a death trap. A spider drops down from the ceiling and nearly crushes him. Richter gives Emil a lecture on the art of surprising the enemy, and then lets Emil continue into the cave.

ATTACK FROM THE SHADOWS



Emil can usually see his enemies on the playing field before engaging them in battle. If Emil initiates a fight by running into an enemy's back, he may be given an advantage on the battlefield. If Emil gets ambushed from behind, then he may receive a severe handicap on the battlefield. Always be aware of your surroundings when enemies are around and plan out your attacks beforehand.

There is a treasure chest with **300 Gald** to the right of Emil that you can grab before heading straight and through the double doors. Instead, head straight and enter through the double doors. Richter tells Emil to stay put as he goes and investigates what's behind the door. While waiting, Emil hears blood-curdling screams, and he can only assume it's Marta. It's time for Emil to stand up and be a man.



Entering through the double doors, Emil will stumble upon Richter preparing to kill Marta. The two explain that Marta's forehead contains the core of Ratatosk. Marta says that Ratatosk is harmless, but Richter begs to differ. Emil must choose which ally to defy. Either choice will create an opportunity for Marta to escape. Richter will not stand for this disobedience; he calls forth Aqua, a Centurion, to bring down Emil.





Aqua wants Emil out of her sight as soon as possible, so she calls forth a giant turtle to kick Emil out of the room. Emil cannot re-enter the now locked room. Before Emil loses all hope, another talking monster, a Centurion, surprises Emil. Make a pact with Tenebrae, the Centurion, and suddenly the hidden power within Emil is unleashed.



Save Marta

EMIL 2.0

Tenebrae and the new and improved Emil re-enter the room with Aqua. Emil and Tenebrae pick a fight with Aqua and a battle ensues. Practice Emil's newly acquired Base Arte "Demon Fang" and continue to chip away Aqua's health until she is knocked out.



THE ART OF BASE ARTES



The revamped Emil not only looks good, but also packs a much stronger punch. Emil acquired his first Base Arte, Demon Fang. He can use Base Artes by assigning them to the B Button and Control Stick. Base Artes are special abilities that each character can utilize on the battlefield. Be careful though, because Base Artes use up a character's TP. Once the TP gauge is empty, characters can no longer use Artes. TP can be recovered, however; the gauge slowly replenishes when characters attack or win a battle.

Emil knocks out Aqua's servant with the power of Ratatask and, in doing so, knocks out Aqua. With Aqua down, Tenebrae and Emil can continue on. Enter through the door ahead of Emil and proceed through the next set of double doors. Emil finds that these doors are locked once again. Tenebrae suggests that Emil use the Sorcerer's Ring and explains what it is.

EQUIPPING SKILLS

After fighting Aqua, Emil gains a new skill: Recover. Skills can be equipped through the Skills menu and require SP points from the user. Recover uses only 1 SP point and Emil has 6 SP points available. Equip Recover, then continue searching for Marta.



THE MAGIC OF THE RING



Tenebrae sheds some light on the peculiar ring that appeared on Emil's finger. The Sorcerer's Ring is filled with magical power that can be used to solve many of the puzzles standing before Emil. Use the Z Button to activate the Sorcerer's Ring, then aim with the Wii Remote and fire with A Button. Whenever Emil spots something strange in the world, use the Sorcerer's Ring to investigate it further.

Before moving deeper into the caves, head back to the save point in front of the room where Emil fought Aqua. Head to the right of the save point and continue until Emil reaches a dead end. Look on the wall for some strange moss and use the Sorcerer's Ring on it. The moss becomes engulfed in flames, burning away to expose a hidden switch. Press the switch and travel to the end of the newly opened secret passage. Open the treasure chest and grab the **Mittens** inside it, then return to the room with the locked door.



Leave the locked door behind and continue to the right. Tenebrae and Emil run into a lone imp and Tenebrae has the bright idea to provoke it into a fight. He wants Emil to forge a pact with the imp to gain an ally in his adventure. Follow his advice and the imp will fight alongside Emil. Move further into the cave and Emil encounters a wolf. Fight the wolf and forge another pact. Now Emil fights alongside this team of two.



BEST FRIENDS FOREVER



Emil can recruit the monsters he defeats to fight beside him in future battles. To recruit a monster, Emil must transform the elemental attribute of the battlefield to match that of the monster. He can change the battlefield's elemental status by using Base Artes grounded in that element.

Once the three minor elements change, the major element of the battlefield will change to match that element. If Emil matches the enemy and battlefield elements and then defeats the monster, he may be given a chance to recruit that monster. If Emil forges pacts with new monsters of the same element as old ones, he may strengthen the pact magic of the older monsters.

THE POWER OF TEAMWORK

During combat, Emil fills the Unison Attack gauge at the bottom of the screen by landing successful attacks. Once the gauge is half full, Emil can use the C Button to unleash a devastating Unison Attack. Depending on the Elemental Grid, allies may join in Emil's Unison attacks for added damage.



Continue further into the caves and wipe out any monsters lurking in the darkness. Use the Sorcerer's Ring on the moss covering the far wall to activate the hidden switch.



PRACTICE MAKES PERFECT



Now that Emil can roam freely through the cave, use the opportunity to gain experience by defeating the monsters that roam the area. By gaining experience and leveling up, Emil and his allies become stronger and gain new abilities to use on the battlefield. The enemies only get tougher as time goes on, so Emil must continuously level up to put up a decent fight.

Enter the opened door to the left of Emil and head to the right. Use the Sorcerer's Ring once again on the mossy wall and grab the **Cap** hidden in the treasure chest.



DRESS TO IMPRESS



Over the course of his journey, Emil will pick up many equip-able accessories, such as his fancy new cape. Go to the Equipment menu and equip Emil's cape, thus adding bonus points to Emil's physical and magical defenses.

Return to the fork in the road and follow the middle path until it leads Emil to another treasure chest. There will be a monster guarding the chest, but by now these beasts should pose no real threat to Emil or his allies. Grab the **Apple Gel** from the treasure chest and head back to take the final path, which leads deeper into the caves.



APPLE GEL FOR THE INJURED SOUL



Fighting the monsters of the Sinoa Cave can take a lot out of a person. By now, Emil must be hurting a bit from all the scuffles he participated in. To quickly boost his HP during or outside battle, use one of the many items that instantly restore HP. Apple Gel is a great example of an HP-boosting item and it just so happens that Emil is carrying a handful of them at the start of the game.

Eventually Emil runs into Richter, who is badly hurt. Richter is left to bleed out by none other than Lloyd Irving. The wounds are deep but not fatal. Run back to where Aqua fell to get help. Emil can use the double doors directly behind Richter to create a shortcut to Aqua. Aqua is not happy to see Emil, but agrees to help Richter anyway.



Return to Richter and check up on him one more time. Aqua will watch over him, allowing Emil to confront Lloyd. Enter the doors beyond Richter and continue up the stairs through the second set of stairs. Inside the room, Marta and Lloyd are duking it out. Emil interrupts the battle and confronts Lloyd about Palmacosta. Lloyd couldn't care less about Palmacosta. Lloyd would rather fight Emil and Marta than get into the rationale behind his villainy. The battle against Lloyd is ultimately futile; he quickly knocks out everyone in the room without even breaking a sweat. While everyone is unconscious, Lloyd steals the Centurion Lumen's Core and disappears.



Return to Luin

COMING HOME EMPTY-HANDED

Everyone wakes up bitterly disappointed that Lloyd stole the Centurion Lumen's Core and escaped without a trace. Attempt to exit through the door you entered after discovering that the door is locked, examine the poster on the wall. Use the Sorcerer's Ring to burn the poster to reveal a switch that opens the door to the left of Emil. Enter the next room, grab the **Bandanna** inside the treasure chest, and leave the cave by ascending the stairs.



Once outside, navigate the fields to reach the bottom of the map and move on to the Field Map. Before leaving the area, however, make sure to open the two treasure chests inside small alcoves on the west and east sides of the map. Inside the chests are a **Red Ribbon** and a **Cocoon**.

LUIN

Upon returning to Luin, Marta and Tenebrae sit Emil down for a bit of a history lesson and to update him on all that's going on. Emil is ignorant no longer, and now the gang can return to Luin.



Take the time to become reacquainted with Luin and give Tenebrae and Marta a full tour of the town. Once the gang reaches the Mayor's house, they are ambushed by a group of Vanguard members. The Vanguard is looking to reclaim the core of Ratatosk, but Marta is not about to give it up without a fight. Quickly defeat the two Vanguard members and make haste toward the town's fountain.



AIR EMIL



Emil's aerobatics can be both impressive and functional. During battles, attack while holding Up on the Control Stick and Emil

juggles his enemies in the air. Not only does this look cool, but it's also highly unlikely that any other enemies can hurt him while attacking his enemies from the air.

Once at the fountain, Emil and Marta are cornered by more Vanguard troops. Unexpectedly, another brigade shows up and cuts down the foes. However, this new group is no better than the last bunch. The Church of Martel arrives and their demands are no different than the Vanguard. Emil and Marta escape with the help of Tenebrae, but their getaway will not be a clean one. The Church of Martel plans to burn Luin to the ground if they do not get what they want. Unwilling to let Luin fall to the same fate as Palmacosta, Marta is prepared to sacrifice her life for the town. Emil still hasn't learned how to be a man, so Tenebrae gives him a speech on courage and finally Emil rises to the occasion.



Stop Marta and Save Luin

A CHANCE TO REDEEM YOURSELF

Emil returns to Luin and the intense power from within him begins to take over. Emil disarms the guards around Marta, but is surrounded by the remaining guards and a battle begins. The Church members have heavier attacks than the Vanguard members, but can be defeated with enough persistence.



Boss Battle

MAGNAR

Once the other Church members have fallen, Magnar, the leader of the troops, decides to step in to take Emil down. Luckily, Marta joins the party, so Emil has someone to heal him as he mans the front lines. Stay on the offensive, and attack Magnar constantly to build up the Unison Attack gauge. Do not try to juggle Magnar in the air, however. His portly size and massive armor keeps him securely glued to the floor. Aim to run around Magnar and stab him in the back. Keep attacking and blocking while throwing in Unison Attacks and Base Artes, and Magnar eventually falls.



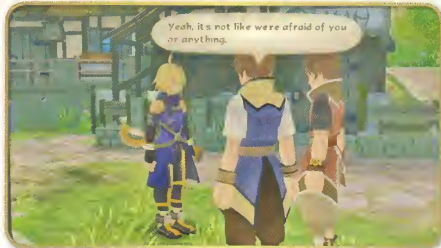
After Magnar is defeated, Emil goes berserk and begins to pummel Magnar to death. Marta's voice frees Emil from his rage and he returns to his normal, wimpy self.



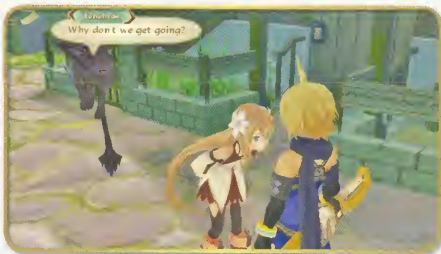
Search for Lloyd

ASSESSING THE DAMAGE

Return to the front of the Inn and talk to the two bullies that pushed Emil around earlier. They're not picking fights anymore and run away in fear. Return to Emil's home above the Inn and take a nap in his bed to heal everyone's wounds. Once Emil awakens, go to the Mayor's house to get a status report on the town.



The Mayor asks Emil to find Lloyd for him and, in doing so, maybe help the town understand the attack they endured. Leave the Mayor's house, then head to the edge of town. Exit to the Field Map and Emil will find Tenebrae and Marta, who decided to join him on his quest. It seems they all have one common enemy in Lloyd, so traveling together only makes sense.



Chapter 2: Troubled Heart



Search for Clues



Find the Chosen One



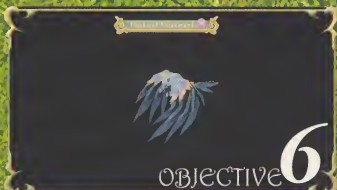
Thank Colette for her Help



Investigate the Stone Dais



Find the Dragon Tamer



Fight the Garuda



Talk to Aisha's Brother



Perform the Maiden Ritual

ASGARD

Search for Clues

THE WINDY CITY

From the Field Map, head to the city of Asgard. On arrival, the gang immediately notices something strange with the weather. The winds in Asgard are fierce and Emil begins to whine once more. Fortunately, Marta tells him to suck it up and the entire party makes it into town.



Take time to explore the town and visit all the little shops and stands of Asgard. Many of the new stores have items previously inaccessible to Emil. Emil can also visit the small cave in the center of the town to see murals depicting the Spirit of the Wind.

A HODGEPODGE OF GOODNESS



Ever wonder why Emil might want to hold onto a cocoon? Turns out he can pick up all the knick-knacks from the battlefield and synthesize them into items he can use. In any store, Emil can access the Synthesize menu to create new items. Enter one of the stores in Asgard and synthesize some Crawler's Silk out of a Cocoon.

THE KATZ GUILD

Perched up on a ledge inside the walls of Asgard is one branch of the powerful Katz Guild, which offers many services to Emil and his party members. The Katz Guild helps Emil organize his monsters, teaches him cooking skills, and offers him quests. Always check in with the Katz Guild to discover all sorts of new tricks.



Take the lower path and run toward the iron gates in the center of the town, triggering a cut-scene. Emil will rudely bump into one of Asgard's strangest citizens. After the conversation is over, continue along the lower path to the east side of town.

Climb all the stairs and investigate the highest perched home. The wind suddenly picks up and Marta almost gets blown into oblivion. Luckily, Emil catches her and brings her back down to the ground. The two decide it would be safer to seek shelter. Maybe the mural caves will protect them.



Return to the west side of Asgard and enter the mural caverns on the lower level. A local citizen tells Emil that the lower caverns are filled, but that he may find shelter above. Head upstairs and enter the upper level caves.



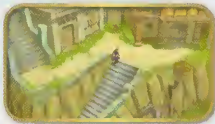
The wind soon dies down and the gang heads outside. Returning to the center of town, Emil and Marta discover the Vanguard arriving on the scene—this time, led by Alice.



Find the Chosen One

WHILE ALICE ISN'T LOOKING

After watching Alice berate her second-in-command, Hawkie, return to the eastern half of Asgard and enter the second building from the top. Emil and Marta must find the "Chosen One," named Colette, before Alice does.



Once inside the house, Emil and Marta stumble upon Colette and the Mayor in the middle of a conversation. Marta bursts in and begins a tirade against Colette for the destruction she brought to Palmacosta. Marta eventually storms out of the building.



Chase after Marta and speak with her to calm her down. Marta finally relaxes and the gang continues with their mission. Heading to the western part of town, the gang runs into a small kid, who is not too happy with the way Marta has been acting. However, before he can really get into it, a strong gust of wind takes him away.

Save the Little Boy

CARRIED AWAY

Chasing after the little boy, Marta discovers him dangling from the cliff's ledge in the western part of town. Marta climbs up to save him, but Alice arrives just in time to ruin everything. Before Emil can help Marta, Hawk comes from behind and picks a fight with the gang. Luckily, Colette surprises everyone and saves both Marta and the kid.



Boss Battle

HAWK

Colette may have saved Marta and the kid from the ledge, but no one is truly safe when Alice and her goons are still around. Luckily, Alice is not looking to get her hands dirty, so the gang deals with Hawk and his ragtag group of monsters. This battle's difficulty is significantly higher than any Emil has faced thus far.

Instead of running in and continuously attacking, carefully execute attacks after the enemies have finished theirs, then run to safety. The first thing to do is eliminate all the monsters by Hawk's side. After that, the number one priority is keeping Marta alive, since she heals the party. If Marta's heals are not sufficient, Emil can toss up some gels to keep the party alive. Continue to attack and use Unison Attacks and Base Artes as often as possible. With enough luck and skill, Emil just might survive this scuffle.



Thank Colette for Her Help

ALWAYS SAY THANK YOU

Return to the Mayor's house at the top of the hill on the east side of town. After entering the now open Mayor's house, Marta takes the chance to thank Colette. Colette tells Emil and Marta that she still has unfinished business in Asgard, and must investigate the Stone Dais above the town and its connection to the strange weather.



Investigate the Stone Dais

ANY WAY THE WIND BLOWS

ONLY ROOM FOR FOUR



Now that Colette has joined the team, Emil must make a tough decision as to who gets to fight by his side. By going to the Menu Screen, Emil can highlight any character and swap them in or out of his party. Plan ahead for upcoming battles and choose your party members accordingly. Always remember that variety is the spice of life.

With Colette in the party, head to the western part of the town and enter the opened steel gates in the center of town. Climb the series of stairs and investigate the strange monument on the hilltop. The gang finds nothing strange with the Dais, until all of a sudden a violent bird sweeps in and tries to take out Colette.



Boss Battle

GARUDA

This monster is tough; so tough that it's impossible for anyone to even rustle its feathers. Attack if you like, but there is no way Emil can damage this big bird. Instead of trying to kill the beast, just stay alive as long as possible and eventually the entire gang is kicked back to the base of the hill.



Once at the bottom of the hill, Tenebrae informs everyone what was on top of the hill. Turns out it was a Garuda, and the only way to pass it is with the aid of a winged dragon. Luckily, Colette just happens to know someone in Hima who tames dragons. So, it's off to Hima!



After everyone finishes talking, leave Asgard and trek to Hima, where they hope to find someone who can help them with their Garuda problem.

HIMA

Find the Dragon Tamer

TOWN INFESTATION

The gang arrives in Hima and immediately notices that the place is overrun with monsters. Hima is a small town with only one Inn and one storefront. Unfortunately, the dragon-tamer does not seem to be hanging around Hima. So the gang searches for him near the top of the mountain.



© Arena of the Gods: Reborn

WONDER CHEF

Enter the Hima Inn's Lodge and look for a strange rock that looks out of place. While examining the rock, Emil discovers Wonder Chef hidden underneath. To prove that he is indeed who he claims to be, he gives Emil the recipe for a hearty Stew.



FIGHT, EAT, SLEEP, AND REPEAT

The town of Hima is the perfect place to level up. The monsters surrounding the Inn constantly respawn. If any party member's health dips too low, the gang can rest up at the Inn. Take the time to gain some experience and Emil may gain some new monster party members.

BY INVITATION ONLY

Sadly, Emil can't take every stray monster he finds on his journey—only four can join his party. That means Emil has tough decisions to make and some monsters will not make the cut. When deciding which ones to keep, remember to think ahead about which monster skills or elements Emil may need.



At the top of the mountain, the gang runs into a massive imp carrying an even bigger knife. There is no outrunning this little demon as the gang instantly transports to the battlefield.

Boss Battle SKIROPHORION

Skirophorion may look intimidating, but in reality, his bark is much worse than his bite. Skirophorion fights just like his smaller brethren, except he has way more HP. Keep the pressure on him by continuously attacking; this wears down his health and prevents the big guy from casting any spells. Keep up the pressure and Skirophorion is slayed rather quickly.



Once Skirophorion is down, the gang finally reaches the top of the mountain. A Baby Winged Dragon swoops down and updates the party with what is happening. The Dragon is only a wee baby, but it agrees to help with the Garuda. Once the pow-wow is over, head back to Asgard.



ASGARD

Fight the Garuda

DRAGON WARS

Back in Asgard, Tenebrae has bad news for the group. Their Baby Dragon isn't able to fight the Garuda on her own yet. They will need someone to act as bait so the Baby Dragon may sneak up behind Garuda and spring a surprise attack on him. Thankfully, with a little persuasion, Emil is up to the task.



HUNGRY, HUNGRY MONSTERS

Before heading up the mountain to battle the Garuda, feed your monsters. Emil can buy ingredients from local food stores, cook them at the Katz Guild, and then feed his pets. If Emil can match the right foods with the right monsters, it is possible for them to receive stats boost or even evolve into new and improved creatures.



Enter the steel gates in the center of town to return to the Garuda. At the top of the mountain, Emil has quite the challenge laid out before him. Before signaling the attack, he must dodge the Garuda's own brutal air attacks. Strafe left and right and stand in front of the gaps between the gusts of wind. Shake the Wii Remote and try to collect as many treasure chests as possible. Once the Signal Gauge appears, fill it completely by wildly shaking the Wii Remote.



Boss Battle

GARUDA

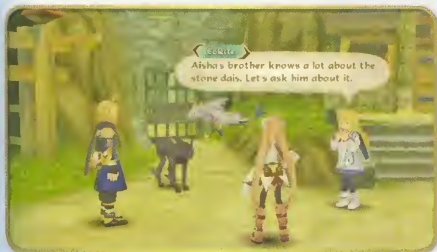
After giving the signal, a fiery brigade of Baby Dragons sweep in to attack the Garuda. The Dragons destroy the monster's shields, thus beginning the epic battle. Garuda is a tough foe and it takes extreme finesse to overcome it. Have Emil attack the monster with air attacks and make sure Marta is successfully healing the team. Watch out for the Garuda's many sweeping attacks and use Apple Gels to heal party members in dire situations. Replenish Marta's TP with Orange Gels to keep her healing everyone. If Marta can keep the team alive and Emil can land his air attacks, then the Garuda doesn't stand a chance.



Talk to Aisha's Brother

THE POWER OF THE DAIS

Garuda goes down, but doesn't stay down. The winged beast comes back with a devastating attack that knocks the gang back to the bottom of the hill. Tenebrae figures that it must be the Stone Dais that enraged the beast, and Colette thinks Aisha's brother could help them with their problem.



Return to Aisha's house, the one where Emil discovered Colette, and talk to Aisha's brother, Linar. Linar says if someone performs a special ritual at the Dais, they may get access to the facilities under the Dais and figure out what's going on. Marta volunteers for the ritual, but first, everyone needs to rest at the Inn.



Perform the Maiden Ritual

ONE MORE FIGHT

Rest at the Inn and stock up on Apple and Orange Gels. When everyone is ready, head back up to the top of the mountain for round two of the Garuda fight.

Boss Battle GARUDA

The Garuda is back and angrier than ever. The beast replenished its health and is prepared for a rematch. Luckily, her fighting style remained the same. If Emil follows the same strategy as before, the gang should survive this battle, as well.

Have Emil utilize his air attacks while Marta heals from a distance. Use Gels when needed and execute Unison attacks to gain extra damage. Keep doing this and defeat the Garuda once more.



THE RITES OF PASSAGE

After the beast is taken care of, Marta begins the complicated ritual of the Dais. When she finishes, a portal appears and the gang can freely transport between Asgard and the Asgard Ruins underground. Head back to the town of Asgard to replenish health and items, then transport to the world beneath the Dais.



RUINS OF ASGARD



OBJECTIVE 1

Investigate the Ruins



OBJECTIVE 2

Talk to the Mayor

Investigate the Ruins

BELLS IN THE DARK

The gang finds themselves in a dark and ominous underground temple. Before heading down the stairs, make sure everyone has sufficient health and that the team has a hefty supply of Apple and Orange Gel.



At the bottom of the stairs, take time to notice the bells, as well as the order in which they ring—this knowledge may come in handy later! Head to the northeast chamber of the map.



Examine the device in the center of the room and Emil discovers that the device exudes a strong magical power. Look closely at the device once more and Emil's Sorcerer's Ring will change its elemental power to remove the wind.



Now that Emil has the power of the wind at his fingertips, it's time to test his new ability. Examine the wall to the left of Emil and he discovers a strange abnormality. Use the Ring on the wall and it crumbles before the gang, revealing a new set of bells.



Emil can ring the bells with his the Ring, but he must first determine the correct order. This can be done either with trial and error or by remembering the bells at the beginning of the map... or by reading this: To unlock the secret, ring the bells in the following order: 1,3,2,4.



A SECRET PASSAGE

A secret passage exposes itself after Emil has rung the bells in the proper sequence. Take the stairwell at the north end of the room and descend to the lower floors of the ruins.



This new area of the ruins is filled with even more monsters, so tread lightly. Read the sign directly at the bottom of the stairs and Emil can be sure that there is another puzzle waiting for him in this dungeon. There are three rooms and each one has a door guarded by two golems. You must defeat these golems in a certain order. Fail to do this and, instead of advancing to the next area, a warp will take you back to the first room where the puzzle starts. In each of the three rooms, defeat the golem farthest from you. Be sure to collect the **Sage** and **Poison Charm** beside the second and third golems. If you follow our strategy correctly, you'll fight a fourth golem instead of facing a pink warp point.



After Emil has eliminated the first three golems, head to the end of the map and defeat the fourth and final one. This golem is not only the toughest, but has also brought a friend along—a vicious mantichore, which raises the threat level to new heights! Use Apple Gels if anyone's health gets low and continue to chip away at the monsters. Try to defeat the golems before attacking the mantichore. The golems will go down quickest and, with them out of the way, much less damage will be dealt to Emil's allies.

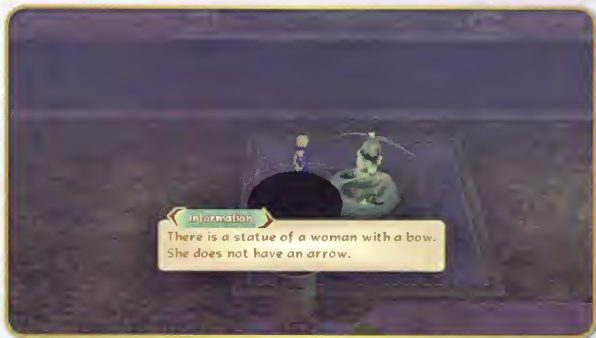


ARMING THE ARCHER

Descend the stairs behind where the golem used to be and enter the next area of the dungeon. Head down the long hallway and grab the arrow resting beneath the plaque.



Search the map as much as you can and pay close attention to all of the directions given by the plaques—they will come in handy very soon. Head to the archer in the center of the map and arm her with the arrow.



Information
There is a statue of a woman with a bow.
She does not have an arrow.

Leave the archer and find the control mechanism just south of her. Emil must enter the correct coordinates for the archer to shoot her arrow. If successful, Emil can proceed further into the dungeon or discover some of its treasures. The following table details your options:

Coordinates	Discovery
North, North-west	Treasure chest with a Silk Cloak
South, South-east	Opal
South, South-west	Another plaque
North, North-east	The final plaque
East, South-east	Secret passageway leading further into the dungeon



FIGHTING THE WIND

Cross over the East, South-east passage and Emil discovers that he is not alone in the ruins of Asgard. A curious citizen of the town and a brave member of the Katz Guild have also trekked to furthest reaches of the dungeon. Luckily for Emil, they are still offering to set up shop in these hazardous times. Restock Emil's supplies and take advantage of the Katz Guild's services while you still can; you never know what could be lurking around the next corner, so it's always good to be prepared.

Descend the stairs and enter the last floor of the Ruins. As soon as Emil crosses the lit pathway before him, the double doors on the other side of the map open, unleashing a hurricane force wind. The doors are only open briefly, so Emil must work quickly to pass through. Do not rush while trying to make it through the doors on the first try; instead, take time to learn the map's floor plan and discover all of its goodies. There are two treasure chests along the east side of the map containing a **Seal Charm** and **Ink**.



When you're ready, hit the green strip at the beginning of the map and take the immediate left path, then the second right, the next right, and Emil's left to get back onto the Center aisle. Be careful to dodge the stronger gusts that can knock Emil back, and enter the final chamber of the Asgard Ruins.

A RARE DISCOVERY

Inside the final room, the gang makes the discovery of a lifetime: Ventus' Core, hovering on a pedestal before them. However, before they can grab the core, the fake Sylph descends and attacks the gang.



Boss Battle

SYLPH

The fake Sylph comes equipped with two axe beaks that can cause Emil a lot of trouble. Dispatch them as quickly as possible. Once the axe beaks are gone, Emil and the gang can start working on the Sylph, which has a variety of attacks at its disposal. It regularly uses its Turbulence and Oracle Attacks. Turbulence attacks the gang with an energy beam that rises from the ground and Oracle is a weak area attack that repels all those around the monster. Both of these can easily be avoided, but the Sylph's melee attacks cause the most damage. Keep the party healed and have Emil use air attacks and Base Artes to weaken the Sylph, then use Unison Attacks once they are ready. When the Sylph's HP is low, it unleashes new attacks that lower the gang's stats, but this is just the Sylph getting desperate. Keep on attacking the big guy and he should go down easily enough.



Marta can now safely grab Ventus' Core. Colette takes a risk in trying to hold onto it, but Tenebrae and Marta are there to stop her before she does any permanent damage. Now that Ventus' Core has been removed, the town of Asgard should return to its peaceful nature. Head back out of the ruins along the same path where Emil came in, but beware of the monsters that still roam the dark corridors.



Talk to the Mayor

FILE THE REPORT

Outside of the ruins, the gang gathers to talk about what's next. Everyone is ready to look for Lloyd, but it seems that Colette has plans of her own. She's leaving the party and searching for Lloyd on her own. Before leaving Asgard, the group decides they should check in with the Mayor.



Return to the Mayor's house at the top of the hill on the east side of town. Talk to the Mayor and he will thank everyone for their valiant actions. Leave the Mayor's place and Colette says her bittersweet goodbyes to the party; maybe someday their paths will cross once more.



WONDER CHEF

Look inside the now-open cavern with the windmills on the west side of town. Examine the coffee cup on the floor and the Wonder Chef will pop up and give Emil a recipe for Grill.

SECRET



For those who are left, the next destination is Palmacosta, where the gang may hopefully find transportation to Lloyd's hometown of Iselia. Head to the Field Map and travel to Hakonesia Peak.





HAKONESIA PEAK



Pass Through Hakonesia Peak



Find a Path to Iselia



Find and Warn Marta



Talk to the Governor

Pass Through Hakonesia Peak

A TASTE FOR DANGER

By now, Emil and his party should be leveled up enough to go on a couple quests for the Katz Guild. If you'd like some more experience and some nice rewards, head back to Asgard and accept some quests from the Katz Guild.

CHANCE ENCOUNTER

The gang enters a small bazaar at Hakonesia Peak and makes the unfortunate discovery that they have once again crossed paths with the sadistic Alice. The Vanguard troops are not looking to capture Marta in Hakonesia Peak, but are instead preparing an ambush for her in Palmacosta.



WONDER CHEF

Hiding inside a stone fountain is Wonder Chef. Investigate this at the base of the Hakonesia Peak entrance to gain the recipe for a tasty Rice Bowl.

SECRETS



Walk into town and Emil enters a waking nightmare. Marta is able to calm him down, but the pain is still so vivid and real. Take the time to explore the small town and purchase any needed items from the vendors before continuing south toward Palmacosta.



PALMACOSTA

Find a Path to Iselia

WELCOME HOME

The return to Palmacosta is bittersweet as it holds many painful memories of the past for Emil. Once the gang arrives, Marta decides it would be best if they all split up to investigate. Marta heads off in her own direction and leaves Emil with Tenebrae.



Explore Palmacosta and visit the towns on the east and west sides, popping into all of its friendly stores and stands. The shops here have new and rare items that Emil has probably never seen before. Once he has finished searching the entire town, return to the plaza and approach the local church.



WONDER CHEF

Enter the house on the east side of town and climb the stairs to its second story. By the coat of armor is an out-of-place briefcase. Inspect it and out pops Wonder Chef! To prove his identity, Wonder Chef bestows Emil with the recipe for his amazing Sandwich.



SECRET

HUNGRY FOR KNOWLEDGE

Emil's monsters are looking for more than just sandwiches and rice bowls to make them grow. They need knowledge to become better fighters. Head to Marble's shop on the far west side of town and purchase the Undine's Whisper to teach your monsters the First Aid arte.



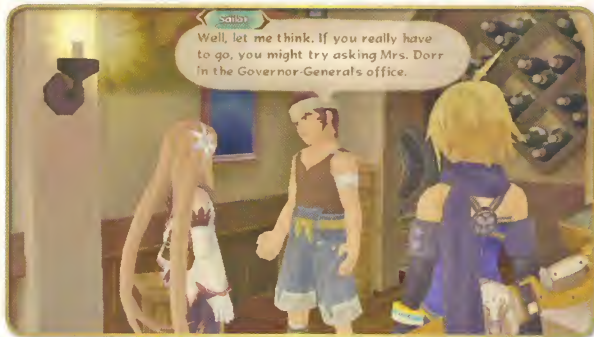
At the church, Richter surprises everyone by bumping into Emil. Richter lets it be known that he is, in fact, a member of the Vanguard. Coincidentally, Alice arrives on the scene to add another Vanguard goon to the mix. Emil realizes how much danger Marta is in, and decides that he must find her before the Vanguard does.



Find and Warn Marta

ALWAYS ON THE RUN

Enter the pub on the west side of town and talk to Marta, who is waiting in the corner. They all agree that their first priority is to escape, but a local fisherman lets them know that doing so will be much harder than they expect. The seas are turbulent, making nautical travel impossible. To consider all of their options, the gang must consult the town's General.



Leave the Governor's office and Richter ambushes the gang. Emil is able to block Richter's attack, but is struggling to keep Marta safe. A peculiar man arrives on the scene and thwarts Richter's offensive. This name is Zelos Wilder, and he has taken an immediate fondness to Marta. The smooth talker is more than suave as Marta reveals that he is, in fact, the Chosen One of Teth'e'alla. When everyone is gone, leave Palmacosta and travel to the Dynasty Ruins.



Talk to the Governor

POLITICS AS USUAL

Return to the town center and enter the large building on the left. Talk to Mrs. Dorr, who's waiting on top of the stairs. She tells Marta and Emil that Thomas, the local fisherman, has ventured into the Dynasty Ruins to discover the source of the turbulent seas. If Emil and Marta want to leave for Iselia, they must go to the Dynasty Ruins and expedite Thomas's search.



DYNASTY RUINS



Find Thomas



Investigate the Ruins

Find Thomas

UNDER THE SEA

As the gang arrives at the Dynasty Ruins, Marta and Tenebrae tell Emil of its connection to the Sylvant Dynasty. After receiving the history lesson, turn at the first right and change Emil's Sorcerer's Ring element to Light.



Fight through the monsters and open the three treasure chests to grab a **Thunder Cape**, **Lizard Skin**, and **White Mittens**. Equip the new gear and advance up the main stairs.



At the top, the gang discovers an injured Thomas. He should be fine, but they have to get him out of there as soon as possible. However, Alice arrives on the scene to make things difficult for everyone. She's sick of playing around and is now willing to get her hands dirty; she will not be satisfied until both Emil and Marta are dead.



Boss Battle


ALICE

Alice is not alone in this boss battle. By her side are Porthos and Athos, two formidable opponents. If possible, try to eliminate Alice first, because as long as she is alive she will continue to heal her party members.

Alice's element is Ice, so if one of Emil's monsters has any Fire spells, this would be the ideal time to bring them out. Alice is a rather easy enemy to attack, because she tends to focus on casting. As Alice begins to cast, attack her with a melee combo, then finish it with an Arte to cancel her spell.

Once Alice is done for, eliminate her allies one at a time. They have a decent amount of HP, but their attacks are not that strong, making them relatively easy opponents.





Zelos arrives next to deliver the final blow. He scares Alice off and then begins to talk to Marta and Emil—mainly Marta, though. Lloyd enters the conversation and a rift forms between the group. Zelos quickly becomes annoyed and grabs Thomas, then leaves the ruins behind.



Investigate the Ruins

WATER MAZE

Aim the Sorcerer's Ring at the fish statue attached to the wall and fill it with some Elemental Light. Once one of the fish has been lit up, the doors next to them open up. Walk through the doors to enter a chamber with a serious plumbing problem.



After Marta has finished flirting with Emil, move down the middle stairs until Emil reaches a dead end, then climb the ladder to the top floor. Shoot the fish statue near the top of the ladder with the Light elemental ring, then head to the back of the top floor and change the element of Emil's Sorcerer's Ring to Fire at the device.



Return to the cube that Emil passed on the way up to the pedestal and burn off the cube's moss with his fiery Ring. Once the moss has been incinerated, push the cube off of the ledge.



Return to the magic pedestal and change Emil's Ring element back to Light. Travel back down the stairs and advance to the fish statue on the wall halfway down the upper pathway. Use the Sorcerer Ring on the statue twice more and watch as the path of cascading water changes locations again and again.



Move to the left until Emil cannot proceed any further. Climb down the ladder next to the dangerous waters and descend to the middle pathway. Return to the entrance, then take last set of stairs to descend to the lowest levels of the chamber.



Push the cube at the bottom of the stairs over the ledge and follow it to the far left side of the chamber. Cross over the path it has created and then push over the next cube on the other side of the path.



Follow the second cube to the west side of the chamber and cross over the path it has created to reach two treasure chests. Grab the **2500 Gald** and **Life Bottle** from the chests, then return to the lower path and continue on it until Emil reaches a fork in the road.



First head north and grab the **Long Sword** from the treasure chest, then return to the fork and take the second path by crossing the path that Emil recently created. Turn the corner and follow the path to the ominous dark passage. Grab the **Leather Cape** from the treasure chest and enter through the dark passage.



THE WINDY ROAD

The road ahead of Emil winds this way and that, but luckily there are no more water puzzles. Travel all the way to the left and grab the **Gothic Spinner** from the treasure chest, then continue down the stairs to the third level and get the **Sturdy Bandanna** hidden in the far right of the pathway.



Make your way to the last level and save at the marker. Continue down the final set of stairs and prepare for an intense fight.



Boss Battle

MANITOU

Once the gang sets foot on the platform at the bottom of the ruins, everyone can sense that something is amiss. A giant Manitou rises from the underground lake and attacks.

The Manitou has a lot of health, so never let down on your attack to wear down its HP. Keep Marta safe and make sure she has enough TP to continue healing. Watch out for the Manitou's evasive maneuvers, in which it dives underwater and then reappears elsewhere on the platform. Also beware of the Manitou's special attacks, such as the Tidal Bore, which can cause massive area damage. Once these special attacks are over, rush in and assault the Manitou with vicious combos and artes. Keep on attacking and healing and eventually Emil will make sashimi out of the giant whale.



DEATH OF THE BEAST

Now that the dreaded Manitou is defeated, a lot is about to change for the nearby towns. When Emil has a chance, revisit the town of Hakonesia Peak and talk to Koton. He may have some interesting things to say about the situation.

Chapter 3: Footfalls of Tomorrow



ISELIA

Investigate Iselia

CASTAWAYS

After fighting the vicious Manitou, the gang is transported across the sea and left stranded on a foreign beach. Always looking on the bright side, Tenebrae is at least thankful that no one had to pay for a boat ride. On the beach, the gang runs into a short, strange looking man with an even stranger pet. He tells Emil that they are just south of Iselia. When the Field Map pops up, head straight for Iselia.



Talk to the man inside, who happens to be the Mayor of the Iselia. He has some valuable information about the ever-elusive Lloyd. The Mayor doesn't know where Lloyd is, but he does know where to find his father—at the Martel Temple, just north of town.

THE BIRTHPLACE OF LLOYD



After Marta has finished reprimanding Emil for being rude, explore the town of Iselia and get to know the place and its residents. There's a shop in the center of town and a Katz Guild member at the north end of Iselia.

They are greeted by the small yet brave, Paul. Paul is an apprentice of Lloyd, or at least that's what he tells everyone, and he is about to set off on a mission to patrol the haunted ranch outside of town. He asks for assistance, but Emil will have nothing to do with an apprentice of Lloyd.



MARTEL TEMPLE

Talk to Lloyd's Father

PILGRIMAGE

Leave Iselia and head north of the town to the Martel Temple. Speak to the bizarre animal blocking your path. The creature isn't that talkative, but Tenebrae is able to start up a conversation and extract a little info. The animal clears the path for the gang; apparently, Tenebrae and the creature now share an inside joke.



Head upstairs and enter the temple proper. Talk to the man facing the wall and the gang discovers that not only is this man Lloyd's father, but that he is also the man they meet on the beach. This short, hairy fellow is named Dirk and has not seen his son in a long time. Dirk is not related to Lloyd by blood, but his love for his son could not be stronger. Dirk must now patiently wait for his son's return.



Leave the Martel Temple. Once outside, the gang meets another citizen of Iselia. This unknown lady is searching for Paul, the apprentice of Lloyd that everyone met earlier. Apparently, the haunted ranch that Paul has left to patrol is filled with danger. The unknown woman is off to save Paul, but she alone may not be enough.



Leave the Martel Temple and return to the town of Iselia, where a strong sense of foreboding evil prevails and a group of parents are nervously ruminating over the danger that Paul has walked into. It turns out that the lady that Emil met outside the Martel Temple is Professor Sage, and she is currently Paul's only hope. Marta convinces Emil to help out Professor Raine Sage. When everyone is done talking, head to the Field Map and then to the Iselia Human Ranch.



BE PREPARED

Load up on supplies in Iselia that will keep your party healed and well equipped as the road ahead is quite dangerous. When everyone is ready, proceed toward the Iselia Human Ranch.

Save Paul

THE ISELIA HUMAN RANCH

BOSS BATTLE

RAVEN

As soon as the gang arrives at the Iselia Human Ranch, they are greeted with an inevitable attack by a massive Raven. This is really more of a mini-boss fight since it's really not that tough. In fact, consider it a preliminary examination that tests whether Emil is ready or not for what lies ahead at the Human Ranch. All the monsters here are about equal, so fight without prejudice and focus on whichever one you like. If the fight is proving too difficult, level Emil up by taking some quests before venturing to the Human Ranch.

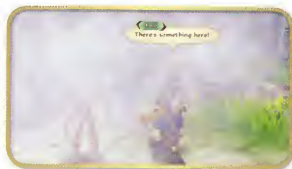


After the mini-boss battle, Emil and Marta get into a sentimental chat about Emil's feelings. Apparently, the power of Ratatosk is causing Emil's psyche to split at the seams. Emil is now having even more trouble managing his two personalities.



THE MIST

When the gang arrives at the Human Ranch, they discover that the place is shrouded in an ominous fog. Move further into the mist and Emil feels his Ratatosk sense tingling, letting him know that there are some monsters around. Two Hirsutas jump out of the mist and attack the gang. Slay these monsters, then continue toward the Human Ranch.



Tenebrae is a little embarrassed that he was not able to sense the monsters, but Emil was. Tenebrae explains that it is the Knight of Ratatosk awakening from within Emil that is granting him these new abilities.



THERE'S TREASURE ON THOSE CLIFFS!

Before entering the Human Ranch, head to the east side of the map and jump up the cliffs that are shrouded by the mist. Continue climbing and grab the 3,000 Gald and Melange Gel from the two treasure chests. There are bumble bees guarding the Gald, so be careful.



Eliminate the enemies in the Human Ranch courtyard, then start searching for the Card Key on the ground near the boarded up door. Grab the **Card Key 1** and move to the west side of the courtyard, then enter the Human Ranch through the secret trap door in the ground.



UNDERGROUND LAB

Change the element of the Sorcerer's Ring to Blue Lightning at the device, located at the bottom of the ladder. Once the Ring has been transformed, head down the hallway to the next room, where there happens to be a very convenient save point.



Use the Ring on the two conductors located on the west wall—they're the two blue poles sticking up from the ground with striped rings around them. The Ring will power the conductors, thus opening the door between them. Once the door is open, head through and enter the next hallway.





Run all the way down the hallway and enter the door at the end. This large room is flooded, restricting much of its access. Luckily, what Emil needs right now is not resting at the bottom of the flooded room. Move all the way to the back of the room and pick up the **Elevator Key**, hidden behind the pylons.

Leave the sunken chamber and re-enter the outside hallway. Do not go down the hallway, but instead open the door directly to the right of Emil by examining the blue console beside the door. Enter the door and turn on the breaker switch in the back of the room.



THE TRAPS ARE NOW SET

After Emil has reset the breaker box, the traps within the Human Ranch become activated; most notably, the lasers have been turned on. These lasers move throughout the hallway and will cause severe damage to Emil if he hits them.



Maneuver between the lasers and run to the other end of the hallway. Open the door at the entrance of the hallway by examining its lit blue console. Enter the door and grab the **Wind Cape** from the treasure chest in the back of the room.



Return to the room with the save point and examine the two glowing orbs in the center. They will now heal Emil, as well as offer a store for him to buy things. Use the orbs to the fullest, then head north through the upper hallway.



YOUR NEW BEST FRIENDS

The two orbs that were once dormant are now glowing bright blue after Emil flicked the breaker box switch. The orb on the left has the extremely helpful ability to fully restore everyone's health instantly. Emil can now level up to his heart's content without having to worry about Apple Gels. The orb on the right offers a storefront for Emil to buy simple necessities, as well as sell some of his extraneous loot. Take advantage of these two orbs as it is uncommon to have these luxuries in such a dangerous dungeon.



Dodge the lasers and enter the chamber at the end of the hall. Eliminate any monsters in the area, then advance down the hallway to the right. Continue along the pathway and head south until Emil reaches the Ranch's elevator system.



Shoot the conductor with the Sorcerer's Ring to activate the elevator, then move onto its platform. Control the elevator and ride it down to the third level.



Elevator Madness

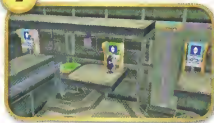
The gang enters the lower level of the ranch's basement and realizes that they have quite the obstacle in front of them. The room is filled with lifts that are scattered everywhere. There are eight of them, and each has a toggle switch to change its direction. Emil is going to have to use some critical thinking to overcome this obstacle. Here's the solution in 18 steps:



Head to the computer console beside the Katz Guild and Item Shop. Press the switch on the console to open a door on a platform above Emil's head.



Move to the left and ride the green lift up the higher platform. When the lift has stopped, press the button on the green console to switch the direction of the green lift.



Return to the green lift and ride it horizontally to the next platform. Slay the monster on the platform, then flip the switch on the light blue console on the platform.



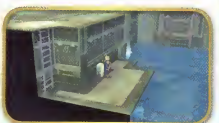
Head up the stairs to the left of Emil and ride the light blue lift to the right. Flip the switch on the second left blue console, then ride the same light blue lift down to the lower level.



Activate the third light blue console to make the lift go sideways, then ride the light blue lift sideways to the right.



Leave the light blue lift and examine the small green button directly across from the purple console. Hit the button to close Valve 1 and listen as the water drains down below.

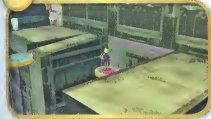


Return to the first floor, by the Katz Guild member, following the previous steps in reverse. Now that most of the water has been drained, head down the ladder across from the Katz Guild. Approach the cube with the handle that's floating in the water, and push it to the other side of this man made lake. Next, push the green button against the wall to further drain the room of its flooding problem.



8

Return to the first green button that closed Valve 1. However, this time, activate the purple console instead. After changing the direction of the purple lift, ride the purple lift down to the lower level.



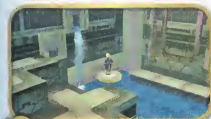
9

Head to the pipes directly across from the white console. Follow them all the way down until Emil reaches another cube. Push it to the other side.



10

Head down the ladder opposite the purple lift and continue to the left toward the white lift. Ride the white lift sideways, then press the green button on the adjacent

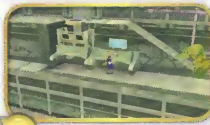
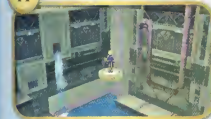


platform to completely drain the water. Descend the ladder and grab the Scale Gauntlets from the treasure chest, then return to the green button and press it one more time to bring the water back up. Ride the white lift back and return up the ladder to the platform with purple lift and the white console on it.



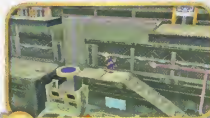
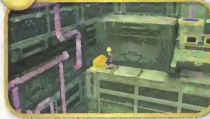
11

Return to the platform with the white console so that Emil can switch the direction of the lift. Take the ladder back down to the previously pushed cube and ride the white lift all the way up.



12

Run along the lower platform toward the computer console and vanquish any foes in the vicinity. Press the button on the computer console to open a door elsewhere and then grab the Flower Petals from the treasure chest to the left.



13



Run up the stairs behind the computer console and ride the dark blue lift up. Transfer to the light blue lift, then ride it to a treasure chest and pick up the Pineapple Gel

inside. If you would like, Emil can switch the light blue lift to take him to the door above, allowing him to return to a save point and replenish his health. Otherwise, flip the switch to horizontal on the dark blue console and ride the dark blue lift to the right.



14



Activate the golden switch to make the lift horizontal, then ride the golden lift to the right. Walk across the platform, then ride the purple lift down to the lower computer console and use it to open the locked door above.



15

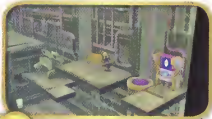
Ride back up the purple lift. At the purple console, change the lift's direction from vertical to horizontal. Get back on the purple lift and ride it to the right.





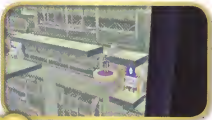
16

Activate the purple console on the right to make the lift vertical again, then ride it down to the lower platforms.



17

Grab the Lizard Skin from the treasure chest to the left, then cross over the lift to the lower purple console and use the console to make the lift go all the way up to the upper level. When the console displays two arrows pointing up, you know you have done it correctly!



18

Ride the purple lift all the way up, then walk all the way to the left along the catwalk and enter the door at the end of the pathway.



Set the Bait

Emil leaves one puzzle behind only to encounter another booby trap set within the Human Ranch. These colored laser beams scattered throughout the hallways could mean instant death for Emil, so someone will have to think of an inventive way to get past them.

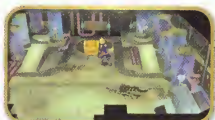


Avoid the lasers and follow the hallway to the right. Behind the purple lasers is a cute, but deadly, chimera. Shoot it with the Sorcerer's Ring and it will charge Emil and run through the lasers. When the chimera breaks through the laser, it disables all the purple lasers in the vicinity. Unfortunately, the lasers do not destroy the chimera, so Emil will have to do that himself.



Move all the way down the hallway and use the Ring to activate the conductor beside the door. When the door is open, head through to the next room.

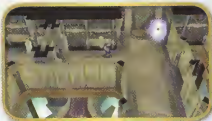
As soon as Emil enters, two harpies and two ogres ambush him. Slay these beasts, then grab the **Chamomile** from the treasure chest and **Card Key 3** from the upper-left platform.



Return to the previous hallway and get close to the orange laser beams. Shoot the chimera on the other side with the Sorcerer's Ring, then lure him into the laser's path. Dispatch the chimera and grab the **White Mittens** from the treasure chest to the north.



Continue toward the neon green lasers and look for another chimera hidden around the corner. Shoot it with the Sorcerer's Ring and wait for it to attack Emil. Slay the chimera, then power up the door to the north.



Enter the room to the north and grab the **Silver Cloak** in the treasure chest, then move to the back of the room and press the small green switch on the right to open the secret compartment in the wall. Inside is the small but extremely viscous Poison Leech. Attack these little guys with caution. Vanquish the Leeches, then grab the **Card Key 2** laying next to them.



Exit the room and head through the door to the left of Emil. Power up the door at the end of the hall with the Sorcerer's Ring, then enter.



ANY LAST REQUESTS?

Once Emil passes through this final door, it will be too late to do anything else before fighting the boss of the Human Ranch. Take this opportunity to return to the big blue orbs and fill up on supplies and replenish everyone's health.

Inside the room is a save marker and a very frightened Paul. The gang may have found the lost child, but no one is in the clear just yet. Approach to Paul to see just what kind of evil lurks inside the Human Ranch.



Boss Battle

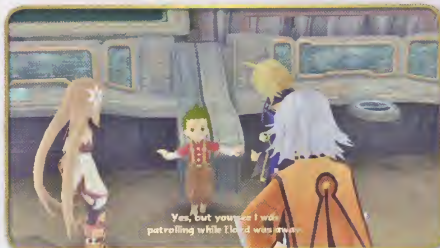
GERICHTSLINDE

Not only is Gerichtslinde a mouthful to say, but he's also a pain to fight. The boss comes flanked by two hirsutas. Eliminate these minions as quickly as possible, and then begin working on the big guy.

The Gerichtslinde has a lot of HP, so this battle will be an endurance test for the entire gang. If Emil has any monsters with Wind spells, use them in this fight, as the Gerichtslinde is an Earth element monster. Keep Marta healing throughout the battle and have Emil keep up the offensive. Eventually, the gang will finish off this freakish tree monster and save Paul.



When the battle is over, Emil and Marta check on Paul to make sure he's all right. Professor Sage has also arrived on the scene and is looking after Paul, too. Prof. Raine Sage gives Paul some tough love and then decides to join your party.



TIME TO ESCAPE

Head back to the room with all the elevators, then hop in and head back up to the first level of the basement.



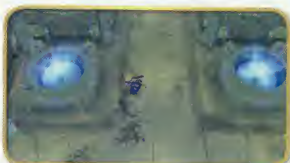
Before leaving the Human Ranch, there are a few secret pickups for Emil to discover. At the top of the elevator, head straight to find a locked door on the upper-right side of the wall.



Open the door by pressing the light blue button on the wall, then head to the back of the room by two large computers. Activate the computer on the right and Emil hears running water in the distance. Leave this room and travel to the far left by heading down and then up a flight of stairs.



Before checking on the running water, open the door on the upper-left side of this section by once again pressing the lit blue button. Head through the door and grab the **Silver Spinner** from the treasure chest. Leave this room and head back to the two glowing orbs at the beginning of the level.



Head at the Blue Orb, then continue left through the door toward the room where Emil first activated the lasers. Enter the door at the end of the hallway and Emil discovers that the room is no longer flooded. Head down the stairs and pick up the **White Ribbon** and **Silver Plate** from the two treasure chests at the bottom of the room.



After grabbing these last treasures, Emil has effectively cleaned out the Human Ranch of all its loot. Return to the ladder that Emil used to enter the Ranch, and climb up to leave this haunted facility behind. Once the gang is outside again, return to the Field Map and head back to Iselia.

ISELIA



Talk to Raine



Find Marta



Talk to Raine Again

Talk to Raine

BACK IN TOWN

Raine takes Paul to his mother's house when the gang arrives in Iseia. Before leaving, though, Raine suggests Emil visit her in the school so they can chat and discuss everything that has happened.

Before rushing off to the school, take some time for yourself and relax. The Human Ranch must have taken a lot out of the gang, so visit the stores and refill on items, rest at the Inn, or treat your monsters at the Katz Guild. When that's done, head to the Iseia school to talk to Raine.



Raine enters the room and starts to share some of her past, including the back-story of her connection to Lloyd. Raine was Lloyd's teacher and traveled with him for a brief period. Presently, Raine's relationship to Lloyd is a rather complicated one. Emil's quiet rage turns into a full-blown temper tantrum. Marta is overcome with emotions and rushes out of the school.



Find Marta

TIME TO APOLOGIZE

Leave the school and Tenebrae lets Emil know that Marta has fled, but she has not left the town. It turns out that Marta has not gone very far at all. Head south from the school until Emil sees a pond to his left with Marta beside it, solemnly pondering.



Talk to Marta and Emil discovers that Raine is the reason that Marta ran off. Marta cannot stand the way she talks about Lloyd. Emil is able to calm her down and together they decide to talk to Raine again.

Talk to Raine Again

BACK TO SCHOOL

Head back to the school and re-enter the main classroom to talk to Raine once more. The gang discusses more current events and Raine lets Emil and Marta know that Pepe, Colette's neighbor, has recently seen Lloyd and might know where he is.



Talk to Pepe

WHAT PEPE KNOWS

Leave the school and travel to the east side of town; Pepe's house is in the northeast corner of town. He and his wife wait outside their house. Once Emil arrives, talk to Pepe to see what he knows. Pepe tells Emil that he has seen Lloyd flying in a strange contraption toward the Triet Ruins.

Now that Emil and Marta have a destination, they are ready to take off and continue their search for Lloyd. Raine, however, has one last request for Emil and Marta: she would like to join their party and travel with them in their search for Lloyd. Raine is a valuable member to the team, so Emil accepts her with open arms. Once the party is together, head toward the Field Map and then the Triet Ruins.



TRIET RUINS



OBJECTIVE 1

Investigate the Ruins



OBJECTIVE 2

Find Food for the Monster



OBJECTIVE 3

Feed the Monster



OBJECTIVE 4

Find the Centurion core

Investigate the Ruins

ICE AGE

The gang arrives and Raine discovers that the Giant Tree has destroyed the ruins that she loved so much. They have been demolished and are now covered with sleet and snow.



Head around the rubble and enter the ruins through the double doors in the back. Once inside, follow the hallway and run toward the little boy in blue.



The kid's name is Genis and he's Raine's little brother. Genis is also on a quest to find Lloyd, which has also brought him to the Triet Ruins. Genis and the gang, however, have hit an insurmountable roadblock in the form of a giant monster.

Tenebrae appears, scaring the pants off of Genis. He also comes up with the brilliant idea that to get the monster to move, all they need to do is feed it.



Tenebrae says that they must feed it freshwater fish and monsters. Raine chimes in, saying that the Triet Oasis would be the perfect place to find just the right sort of food. As the gang leaves, Genis decides to join the party.

Find Food for the Monster

LET'S GO FISHING!

Leave the ruins, then return to the Field Map and travel to the town of Triet, another destination that has suffered under the strange weather patterns of the area. Tenebrae pops up to offer his two cents and says that the weather must be the result of another dormant Centurion's core, just like the one that was under Asgard.

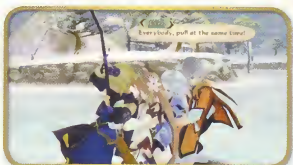


Explore the town of Triet, popping into all of its little shops and its cozy inn, then head north toward the town's oasis.



Take a left at the fork in the road and head straight for the pier. Once at there, Tenebrae transforms himself into a fishing pole that Emil can then use to catch some fish. Head to one of the many holes in the ice and choose to begin fishing.

Fishing is a challenging task that requires some very quick reflexes. Watch the little fishy in the gauge as it jumps from blue to green to red and back. As soon as the fish is in the green part of the gauge, flick the Wii Remote up as quickly as possible. If your timing is right, Emil makes the catch of the day! Don't worry if Emil doesn't succeed on his first try; he can attempt to catch a fish as often as he wants with no repercussions. Once Emil does succeed, however, he is treated with quite the surprise.



DIFFERENT HOLES, SAME OUTCOME

Don't worry about picking the wrong hole when it comes to ice fishing. The catch that Emil is about to make is rather large and any hole the line is dropped in is guaranteed to get the same result.

THE BATTLEFIELD IS CHANGING

The addition of Genis to the party signifies a dramatic shift in the style of gameplay that should be utilized. Most battles that came before this point in the game required Emil to hack and slash while having a supportive team heal and assist in attacks. Genis is more complex fighter that will require constant input from you, the player.

Genis has a wide range of magic spells that will grow even stronger over time. Take the time to notice the element of the foe before the party, then try to have Genis cast spells opposite of that element to cause the most damage possible.

Genis should also avoid using spells of the same element as the monster that he's fighting. Doing this will result in significantly lower damage to be dealt or, even worse, may actually heal the monster Genis is fighting.

By now, Genis may not be the only one with special elemental attacks. Check in on your monsters to see if they have any heavy elemental attacks, then try to match those attacks with the appropriate enemies on the battlefield.

Boss Battle

ARCHELON

This large, menacing turtle is actually a bit of a pushover. His shell may offer him solid defenses, but his bite is rather weak. Take this opportunity to test out some of Genis' spells. Archelon is an Ice element monster, so the best attack to use against him would be any Fire attacks. Keep up the assault and the gang will make turtle soup out of this monster in no time flat.



Feed the Monster

HUNGRY, HUNGRY ROADBLOCK

After defeating the Archelon, Emil reluctantly makes a pact with the monster to feed the bigger one in the Triet Ruins. Leave the frozen pond and return to the Triet Ruins to continue the main quest.



DANGER AHEAD!

The Triet Ruins are home to a frightening beast, and you never know if that roadblock of a monster might come back to attack Emil. Save your game and fill up on a healthy amount of supplies at Triet before heading to the Triet Ruins.

Re-enter the ruins and return to the giant organic roadblock. Tenebrae rises to the occasion and takes over the ceremony of bringing forth the Archelon. Give Tenebrae the go ahead and the plan leaps into action, but as a wise man once said, "Even the best laid plans of mice and men often go awry."

The giant monster chases the Archelon, but the creature veers wide and Marta is caught in its path. Marta is knocked to the ground and faces imminent doom. Emil is filled with the power of Ratatosk and faces the beast head on. With Emil distracting the beast, everyone is able to escape and make it safely into the next chamber.



A LITTLE PRACTICE BEFORE THE BIG FIGHT

Inside the chamber, monsters roam freely and block many of the paths Emil must take. Do not try to avoid these monsters, but instead fight them all. When they are defeated, wait for them to reappear and fight them one more time. Beyond these chambers are some serious challenges for Emil, so these chambers, with relatively easy foes, are great for leveling up.

The following is a 10-step solution to the next puzzle:



Return to the hallway where Tenebrae fed the monster, then enter the passageway on the right wall.



Grab the stone cube at the end of the pathway and drag it down south and push it over the ledge.



Cross over the stone that Emil just pushed over and light the torch hidden in the wall. A platform on the other side of the chamber will be lowered.



Return to the main hallway and proceed all the way down to the southernmost passageway. Collect the Water Cape from the treasure chest, then enter the maze chamber through the door on the top of the screen.



Head upstairs and onto the platform that was just lowered. Activate the torch on the left and another platform will be lowered in the northmost chamber.



Head to the northmost part of the maze chamber through the main hallway. Cross the now lowered platform and move on to the next platform to light the third torch.



Before returning to the main hallway, head all the way up the stairs next to Emil and push the second movable cube off of its ledge to create a bridge underneath.



Enter the center section of the maze chamber, the one the gang first entered after feeding the monster, and take a right at the fork in the road. Grab the Pineapple Gel from the treasure chest to the right, then return to the fork in the road and cross over the movable stones to the newest area of the maze chamber.



Light the last torch that's directly in front of Emil. The platform that he's standing on will raise and a magic portal will appear in front of him.



Before teleporting, grab the Broadsword, Black Ribbon, and Half Gauntlets from the treasure chests to the left of Emil. Once Emil has his loot, return to the portal and teleport into the unknown.



Find the Centurion Core

A CHAMBER OF SECRETS

After teleporting down into the mysterious temple beneath Triet Ruins, head straight for the large door between the two glowing tridents and open it, then head through the door.



Before going down the stairs, move to the upper catwalk and grab the **Stone Block** from the treasure chest above, then proceed all the way down the lower shrine.

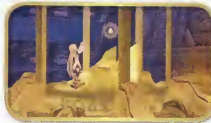


A GOOD PLACE TO SAVE

The Centurion core is just ahead, but it can almost be guaranteed that obtaining it will not be a simple smash and grab. There are always extreme hazards at these pivotal moments, so save here and prepare for the worst.

At the bottom of the stairs, the gang discovers Ignis' Core. Raine goes into "rune mode" and gushes over its beauty. Marta eventually steps up to the challenge and adds the core to her expanding collection. However, before everyone can make a clean getaway, Lloyd arrives to crash the party.

Lloyd keeps his motives a mystery and does not divulge any information to Raine or Genis, then cowardly makes his escape. Before the gang can follow him, the same monster plummets to the ground and once again blocks their path. He must be hungry for more.



Boss Battle

BARTEK

The Bartek is tough—extremely tough. This boss battle truly tests Emil's battle skills and will require all of his previous experience, as well as some new tricks to survive. As with all boss battles, quickly work on eliminating the smaller monsters first. In this case, that means defeating the three jabbers right away. When fighting the jabbers, the Bartek will almost always be in Emil's way. Try to block as many attacks as possible to build up the Unison Gauge, then use Unison Attacks to take out the jabbers.

When it's time to take down the mighty Bartek, you'll need a heavy dose of teamwork to get the job done. The ideal party would have Genis constantly casting Water spells upon Bartek while Marta heals Emil and another heavy hitter, whichever monster in your party has the most HP, as they chip away at Bartek's vast reserve of HP.

If having two casters is causing party members to die too quickly, use a party that includes Marta, Emil, and two monsters with a lot of HP. Have the two monsters and Emil attack while Marta heals. If Marta is not healing quickly enough, have Emil pass out the Apple Gels when necessary. With enough skill and a little luck, the gang will vanquish the Bartek.



After this battle, the gang seems even more resolute on beating Lloyd to the rest of the Centurion core. Before leaving the ruins, grab **Lloyd's Mask 2**, which lies directly behind Emil.



HOT, HOT, HOT!

Emil can now add the power of Ignis to his fearsome Havoc Strike through the Skills Menu. This skill adds the element of Fire to his attack, which is devastating to all Ice creatures.

Have Emil fight his way back to the entrance of the Triet Ruins; after Bartek, these enemies are now a walk in the park. At the entrance to the ruins, the gang hears the distant sound of a Rheaird. Lloyd is using the Rheaird to make his escape; Emil will have to hurry if he wants to beat him to the next destination. When everyone is done talking, leave the Triet Ruins behind.



Once outside, Raine gives the locations of all the other Summon Spirits, which should also be the same locations as the Centurion cores, to Emil and Marta. With the Centurion cores now marked on the map, it's time for Emil and the gang to head toward their next destination. When ready, return to the Field Map and proceed to Izould.



Chapter 4: Light and Darkness



Head to Izoold



Find the Source of the Smell



Find a Boat at the Harbor



Find the Arsonist



Talk to Berg

THE ROAD TO IZOOLD

Head to Izoold

DRAGON CROSSINGS

Emil knew that the road ahead would be a bumpy one, but he never imagined just how bumpy, or scary... or filled with sharp teeth and fire breath it would actually be. On the way to Izoold, Emil makes the first unpleasant discovery by running into Richter along the path.



However, before Richter and Emil can get into a deep conversation, Emil turns to find a jabber behind him. Emil is on his own for this battle, but still this only a measly beast. Eliminate the beast to continue talking to Richter.

Boss Battle SCHIZOS

It turns out that the jabber had a friend and that friend is not too happy about what Emil just did. A Schizos comes from behind Emil and begins to attack. Luckily, Emil is not alone in fighting this boss, as he has Richter by his side. Configure Richter's artes to have him cast heal when needed and nothing else. The Schizos is a Wind element monster, and sadly, no one has an Ice attack.

Have both Richter and Emil attack the Schizos directly to chip away at its impressive 14,385 HP. Whenever the Schizos begins to turn or jump into the air, be sure to block as these attacks can take a good chunk of Emil and Richter's health. Keep blocking, healing, and attacking until the monster is slain.



After the battle, Emil and Richter meet the Schizos's baby. Richter wants to run his blade through it, but Emil steps in to save the little critter. Richter and Emil still cannot seem to see eye-to-eye on anything. Richter leaves in disgust and Emil returns to his party and together they leave for Izoold.



IZOOLD

Find the Source of the Smell

A FISHY ODOR

When the gang arrives in Izoold, they are greeted by the strangest odor; some say it smells like fish, others say it smells like something burning, and some say it smells like burning fish... also known as Raine's cooking.



Before traveling all over town to find the source of the smell, take the time to rest and save at the Inn just north of the entrance to Izoold. Once everyone has rested, head to the east side of the town and proceed toward the southern docks.



REPEAT OFFENDER

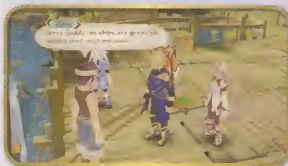


At the southern docks, Emil discovers the source of the awful smell. Some arsonist has set half of Izoold ablaze and now all that's left are the burnt remnants of a once thriving fishing community. The fisherman at the docks says that the arsonist is a repeat offender who must have broken out of jail to commit the crime.

Find a Boat at the Harbor

NO FREE RIDES

Continue down the docks to the left and talk to the sailor who is waiting patiently by his boat. Emil discovers that all the boats in Izoold are under lock down, due to the possibility of the escaped prisoner sneaking on as a stowaway. The fisherman points out how it's a little fishy that Emil is in such a hurry. This sends Emil into raging Ratatosk mode over the false accusation. Eventually, Emil calms down and the gang is able to get its priorities straight. If they ever want to get a boat ride, they will have to work with the town and solve the mystery of the arsonist.



Find the Arsonist

P.I. FOR HIRE

WONDER CHEF

Before leaving to find the arsonist, venture across the docks and onto the boat on the east side. Move to the bow of the boat and examine the red fish on the ground. Upon closer inspection, Wonder Chef pops up and gives Emil the amazing recipe for Sashimi.



Leave the docks and head north until Emil is along the ridge of the mountain that forms the town's border. Follow the ridge to the right and talk to the guard posted outside the prison door. Emil discovers that the prisoner inside has not escaped at all, and is still in his cell. The prison guard even grants Emil access to the prison to prove that the arsonist is there.



Talk to the prisoner, still locked up in his cell. His name is Regal Bryant, and Genis and Raine seem to know him quite well. Regal previously traveled with Genis and Raine on the journey of world regeneration.

Regal is embarrassed to have them see him in this condition and he just can't quite seem to explain exactly why he is in this predicament. Genis and Raine vow to prove his innocence and Regal tells them that a man named Berg could vouch for his good name; Berg, however, is currently knocked out cold from too much smoke inhalation.



Talk to Berg

NOT SAYING MUCH

Marta feels like it's worth a shot to talk to Berg, so leave the jail and return to the west side of town. Enter the house to the right of the Katz Guild to discover Berg laying on what could be his deathbed. When you try to talk to sick man, Raine discovers that it was probably a light-frog that has poisoned dear old Berg. Tenebrae takes the time to explain the complexities of the light-frog in great detail, but what it boils down to is that the gang must find some Rosemary to counter the poison flowing through Berg's veins. Raine believes they may be able to find some in the Camberto Caves, but the chances are remote.



Load up on supplies in Izood, then return to the Field Map and journey to the Camberto Caves.

A CHANCE ENCOUNTER WITH WONDER CHEF... AND ALICE!

Wonder Chef usually reaches Emil's destinations before him, and then hides somewhere and waits to be discovered, but sometimes Wonder Chef visits places that Emil has already left behind. Instead of heading to the Camberto Caves, return to Iselia and head to the Mayor's house, where the gang runs into Alice.

Luckily, Alice doesn't have time for Emil and Martmart, so instead she takes off to go look for Hawk. An old acquaintance of Alice's is also on the scene and reveals that Alice is actually half-elf.

After meeting Alice, enter the Mayor's house and examine the toy boat on the far wall. Emil will discover Wonder Chef, who then gives him the delicious recipe for Soup.





CAMBERTO CAVES



Find Some Rosemary



Provide the Rosemary with Sunlight



Return to Izoold

Find Some Rosemary

A FUNGUS EMPORIUM

The gang arrives at the Camberto Caves and enters a world filled with strange wildlife, flourishing vegetation, and thriving fungi. The gang does not find any Rosemary, though, and must venture further into the caves if they want to help Berg. Raine gives the gang a little pep talk and with a renewed purpose, they're off.

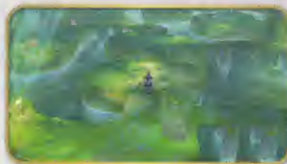


FIERY FUNGI

Littered throughout the Camberto Caves are fungi pods holding secret ingredients that can be used in Emil's cooking. Use the Sorcerer's Ring to set fire to these fungi, then discover what special treats they have hidden under them.



From the entrance of the cave, head left toward the island on the middle of the far eastern wall. Cross the three bridges to reach the island, then grab the **Hunting Sword** from the treasure chest at its southernmost point.



DEATHCAPS



By now, it's likely that Emil has had to fight some of the cave's hostile wildlife. As you have noticed, this place is filled with deadly

mushrooms trying to make sure Emil does not travel further into the stony corridors. These mushrooms are no tougher than other monsters, but some fungi have the natural power to poison Emil, and his friends, with their powerful toxins. When this happens, make sure you have plenty of Poison Bottles to counteract the toxins when someone is infected.

Leave the island with the treasure chest and return to the cave entrance. Head straight across the bridge (the one opposite the cave entrance) to the island with the large tree on it. Continue along the path to the left until Emil reaches a dead end. Before moving onto the next step, take the time to burn the five small mushrooms around Emil and collect all the little treasures they leave behind.



Emil has reached a dead end and still found no Rosemary. To continue further into the caves, use some clever thinking to create a new path. Use the Sorcerer's Ring on the giant mushroom just north of Emil. The mushroom's cap will fall and create a bridge. That's the good news; the bad news is that out of the mushroom, jumps a giant Gamelon!



Boss Battle GAMELION

It's rather insulting to other bosses to call the Gamelon a boss, but he is a unique enemy nonetheless and shall be called a boss. What all this means is that the Gamelon is ridiculously easy and shouldn't pose a threat to Emil at all. The big softy has only 2027 HP and shouldn't pose a threat to Emil at all. The big softy has only 2027 HP and shouldn't pose a threat to Emil at all. The big softy has only 2027 HP and shouldn't pose a threat to Emil at all. Relish this victory, because the next boss battle will not be as forgiving.

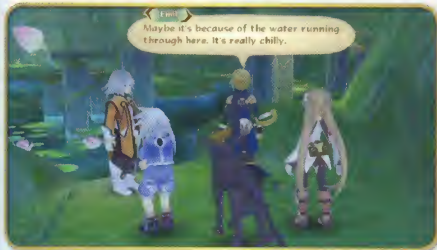


With the Gamelon out of the way, Emil can cross the big mushroom. Head to the right to find more fungi to light up or just proceed left until Emil discovers another device. Change the Sorcerer's Ring's element at the device, then continue through the dark passageway into the next section of the caves.



PETAL PUSHING

The next section of the caves is not as easy to traverse as the last. A river cuts this cave in half, and no one in the gang brought a swimsuit. Emil is going to have to manipulate the flowers and currents of the river to get his team to the other side.



Follow these 13 steps to solve the puzzle:



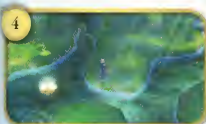
Follow the path to the left along the cave wall. Do not go up to the wooden plank just yet, but instead use the Sorcerer's Ring on the orange lily pad in the water.



After speeding up the current, head up the incline next to Emil and walk to the end of the wooden plank. Use the Sorcerer's Ring on the flower bud at the end of the plank. It will bloom and fall into the river.



Follow the flower in the river until it gets stuck between two islands, then use the flower to cross over to the other side.



Run along the island until Emil reaches another dead end. Look for the orange lily pad in the middle of the river and use the Sorcerer's Ring on it to create another current.



After activating a second current, return to the wooden plank where the flower bud was. Another flower bud has appeared, giving Emil the opportunity to create another

bridge. Use the Sorcerer's Ring once more on the flower bud to drop it into the river.



Follow the flower bud down the river until it makes a bridge for Emil to cross. Cross that bridge and follow the path until it leads Emil to a small purple flower.



river, as a platform drifts toward Emil and creates a bridge for him to cross.



Cross the new bridge and head all the way to the right to find a treasure chest. Collect the Demonic Spinner from inside, then return to the old area by re-crossing the bridge that Emil took to get there.



Use the Sorcerer's Ring on the flower to the left of the flower that Emil shot last. Once he activates the new flower, the platform will drift downstream and create a new bridge.



Cross the bridge and follow its path to a dead end, then use the Sorcerer's Ring on the flower to the right. Cross the platform that drifts downstream to the small island in the river.



From the small island, use the Sorcerer's Ring on the closest flower and cross over the platform that it brings to Emil.

12



Use the Sorcerer's Ring on the flower directly in front of Emil and the second to last platform floats into place. By now, you know the drill: cross the new platform to reach the next island.



It's almost over. Use the Sorcerer's Ring one last time on the flower to the left of Emil and the final platform will drift into place. Cross the platform and grab the Mystic Cloak from the treasure chest just beneath Emil, then enter through the dark passageway on the right.

13



SHINE A LIGHT



Emil no longer has to worry about floating platforms and flower switches, but he still has yet to find some Rosemary for Berg. Follow the middle path through the cave's ponds, then follow the switchback down to discover some **Battle Gauntlets** in a hidden treasure chest.



Return up the switchback and continue to the west side of the cave. Keep moving westward until Emil pops up in a new, yet familiar, area. Change the Sorcerer's Ring element to Light at the device, then head all the way back to where Emil grabbed the **Mystic Cloak** and there were entrances to two different caves.



Enter the cave on the left this time. Continue down the path and take a right at the fork in the road. Slay the monster blocking the path, then move to the northeastern section of the map. Emil cannot give up the search, even though he seems to be losing all hope.



A GOOD TIME TO SAVE

Take this opportunity to save at the save point. Up ahead are some serious monsters that are much tougher than the little mushrooms at the beginning of the cave.

In the northeastern part of the cave, the gang finally discovers the elusive Rosemary plant that they have been searching for! Of course, nothing is ever as easy as it seems to be, and the Rosemary plant requires sunlight to grow properly.



Provide the Rosemary with Sunlight

If you've been following this guide carefully, pat yourself on the back—you are always prepared. The device, which Emil went out of his way for, has already changed the Sorcerer's Ring to Light element, allowing him to fix their Rosemary problem without backtracking. Use the Ring on the Rosemary and the flower will bloom right before your eyes. Unfortunately, out of the Rosemary comes a particularly toxic looking mushroom that attacks the gang.



Boss Battle AMANITA

This massive purple mushroom is no pushover. Even worse, it has brought along its friends: two Macroids and two Stinkhorns. Like all boss fights, work on eliminating the smaller enemies first, then focus everyone's attacks on the main boss.

The Amanita has 12,660 HP, which is not exactly high for a boss, but being able to vanquish the Amanita in time before Emil and his party members drop dead will take time due to the four mushrooms flanking the Amanita. Another problem with this boss is that he and his goons are capable of poisoning your team. Make sure to have Poison Bottles at the ready, and it's also a very good idea to have either Marta or Raine casting recover to get rid of the ailment.

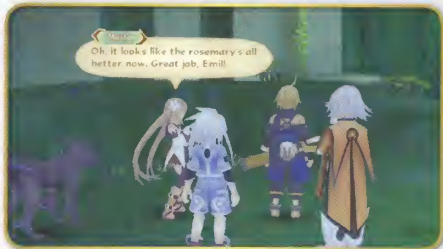
As for the offensive side of the battle, have Emil hack and slash with melee attacks and his favorite artes. Bring another monster along with plenty of HP so that someone else besides Emil can soak up most of the damage. As for the last two party members, have both Marta and Raine cast Heal and Recover for their party members and cast Photon on the Amanita as his weakness is Light magic. Eventually, all the mushrooms will perish and Emil can grab the Rosemary for Berg.



Return to Izoold

A SHORTCUT THROUGH THE CAVES

Once the Amanita is dead, Emil grabs Rosemary and the team's spirits are lifted because now they can save both Berg and Regal. It's time to leave the Camberto Caves behind and return to Izoold. Luckily, there's a shortcut Emil can take so he doesn't have to ride the moving platforms again.



Return to the area where Emil changed his Sorcerer's Ring element to Light. Head past the device and toward the drawbridge. Slay the monster guarding the bridge, then step on the button that controls the bridge.



After the bridge has dropped down, cross it and follow the path all the way south until Emil has left the caves. Once on the Field Map, return to Izoold.

IZOOLD



Heal Berg with the Rosemary



Talk to Regal



Search the Burn Sites for Clues



Talk to Berg about Seafood Gels



Help Berg Make the Seafood Gels

Heal Berg with the Rosemary

DOCTOR EMIL TO THE RESCUE



Head straight to Berg's house after arriving in Izoold; Berg is slowly wasting away, so time is of the essence. Once the Rosemary is administered to Berg, he makes a miraculous and immediate recovery and is completely healed. Berg tells the story of Regal's innocence and promises to tell the jailor the story as soon as possible. Berg also reveals that the light-frog has been causing all of the fires.



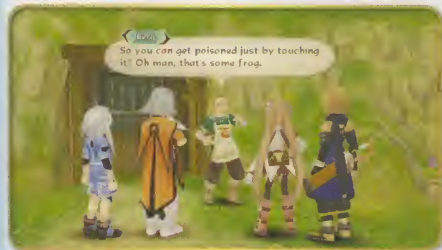
Talk to Regal

THE TRUTH WILL SET YOU FREE

Go to the jail and check in on Regal. The jailor has set him free, but he has lost the key to Regal's handcuffs. Luckily, Emil will not have to go on a fetch quest to free Regal. Regal simply uses his superhuman strength and breaks free from the shackles.



Regal promises to send some new cuffs to the jailor and then tells Emil how he would like to change his clothes before they discuss anything further. Regal is going to take quite some time to get dressed, so use this opportunity to visit the store in Izoold and talk to the Katz Guild. Regal is probably still not ready, so return to the jail to find Berg waiting outside. Talk to him to learn more about the fires and the mysterious light-frog.



After talking to Berg, return to the west side of town and speak with Regal, who should be waiting next to the Katz Guild. Regal is in his snazzy dress suit and wants to chat about current events. After filling Regal in on everything about Lloyd, Regal informs the gang that apparently Lloyd is heading to Flanoir. Regal wants to help and joins the party. After everyone is done talking, head back to the docks to catch a boat to Flanoir.



Emil's conscience begins to bug him as they board the boat to Flanoir. He's worried about the frog attacking the town again while they're gone. Raine's pep talk from earlier has persuaded Emil to stay behind and fight the good fight before taking off after Lloyd. Raine and Genis decide to go off to Flanoir to scout ahead while everyone else stays behind to fight the light-frog. After Raine and Genis have left, Regal suggests that they revisit all of the fire sites in town to search for clues.



Search the Burn Sites for Clues

FIRESTARTER

Investigate every inch of town to find all of the burn sites and search for clues. The burn sites should be easy to spot by the charred remains that surround them.

BURN SITES



Talk to the sailor by the boat on the east side of the docks.



Talk to the merchant to the left of the Izoold Inn.



Talk to the kid that waits to the left of the house on the docks.



Talk to Berg, who is waiting on the shore in front of the Katz Guild.

Once all the burn sites have been investigated, the gang meets up at the beach to discuss their findings. Emil comes up with the improbable discovery that it is seafood gels that connects all the burn sites. It's a bizarre notion, but it's their only lead and they must follow through with it.



Talk to Berg About Seafood Gels

FOOD FOR THOUGHT

Return to Berg's house and talk to him. He has his back turned and is standing in the corner. Berg seems a little skeptical that the seafood gels are causing the frog to appear, but after Emil goes crazy, he's more willing to help make Emil one. However, he is fresh out of ingredients at the moment. Emil will have to travel back to Triet and go fishing for jellyfish if he wants to get some seafood gels from Berg.



Help Berg Make the Seafood Gel

GROUP FISHING TRIP

Return to the Triet fishing site and use Tenebrae once more to go fishing. Pick any spot on the ice and fish just like last time. If successful, Emil will pick up some jellyfish for Berg.



Return to Izould and give Berg the jellyfish. Berg begins cooking immediately and agrees to meet the gang at the harbor once he's done.

Leave Berg's house and head toward

the docks. Walk up to the fish pile and Berg arrives on the scene to supply the seafood gels.

It turns out that Regal is not the only one who finds the seafood gels delectable. The light-frog hops onto the gels and begins to grow. Now is the chance for Emil to live up to his promise and rid the town of the light-frog once and for all.



Boss Battle

NAZDROVIE/LIGHTFROG

The Nazdrovie is mainly a melee frog and comes at Emil with his fist of fury. Between punches, though, the frog may unleash its Solar Blast, which can inflict weak upon any of your teammates. When this happens, have Marta cast recover or use a Weak Bottle to heal the ally of their affliction.

To fight the Nazdrovie, simply use melee attacks and block it until the Union Gauge is filled, then have Emil unleash some of his dark Aries upon the Nazdrovie. The Nazdrovie is a Light element monster, so Emil's Devil's Maw has the potential to provide a seriously fatal blow. Do this a couple times and the Nazdrovie will go down soon enough.



Emil, Marta, and Regal have now rid the town of its plight and exposed the source of its cause. The gang gives Berg some words of wisdom, and then decides that is best if they set of for Flanoir as soon as possible. Return to the sailor who took Raine and Genis away, and catch a ride with him to Flanoir.



FLANOIR



Investigate the Massacre



Help the People of the Town

Investigate the Massacre

THE WAKE OF SLAUGHTER

The gang arrives to discover Flanoir in a horrifying state. Many of the citizens are either dead or dying. Emil tries to save one of the citizens, who tries to warn them about Lloyd. Before the dying man can say anything more, his wounds get the best of him and he fades away. Emil must now search the town to get to the bottom of this terrible crime.



Explore the town and pop into all of its tiny shops. Many of the citizens are perishing in the streets, but that doesn't mean that the town economy should die, too. The town inn and stores are still open for business. When Emil is ready to dig deeper into the town's mysterious slaughter, head to the east side of the town.

SPEAK OF THE DEVIL

While Emil is busy yelling, everyone else is paying attention to the man in red that just appeared. Lloyd is still in Flanoir and is slowly walking away from the gang. Regal tries to appeal to Lloyd's kinder side, but finds that he is only filled with cruelty. Regal is now more determined to join Emil's party and understand the root of Lloyd's transformation.



WONDER CHEF

Look for a strange stool in the corner of the church. Examine it closely to discover

Wonder Chef. To prove that he's the real deal, he gives Emil the savory recipe for his Gratin.



Help the People of the City

A HELPING HAND

The gang decides to split up and help in different parts of the town; Emil has been assigned to the church. On the way there, stop and talk to Regal at the top of the stairs. In an act of extreme selflessness, Regal has given up his dress clothes to provide warmth to the injured and has put his prison garb back on.



THE SMELL OF LOVE?

Continue up the stairs and enter the church through its ornate double doors. Inside, Emil finds no one in need of medical attention, but encounters someone who may need a psychiatric evaluation. He's a very peculiar man, who is praying for his loved one to love him back. The stench is coming from the man and is apparently a love potion called "Eau de Seduction." The man confuses Emil's interest for affection, but before things get too weird, the stranger offers Emil a sample of "Eau de Seduction" and then leaves the church.



NOW TO THE TASK AT HAND

Once the stranger leaves, a local townsman enters and asks for a hand in helping carry the injured. Emil agrees to help. After everything is said and done, the entire gang reconvenes at the town's center. Regal points out that no one has run into Raine and Genis and how they should have definitely made it to Flanoir before them. Tenebrae, never one to be distracted from the main objective, reminds everyone what the true mission is and says that they should worry about Raine and Genis later.



Head to the entrance of Flanoir and Emil is stopped by one of the locals. The helpful citizen gives Emil a **Water Spider** as a parting gift. Although this item was useless to the man, it hopefully will be more beneficial to Emil. After accepting the gift, leave Flanoir and head to the Temple of Ice to look for the Centurion core.





TEMPLE OF ICE



Talk to the Accessory Seller



Get the Centurion core



Rescue Marta



Escape the Temple of Ice



Find Sheena



Return to Flanoir



Talk to the Shopkeeper

A SECOND TOO LATE

Emil, Marta, and Regal discover that Raine and Genis have already beaten them to the Temple of Ice. Run to them to get an update on what they've been up to. Emil delivers the bad news about Flanoir, then Genis steps in to provide some bad news of her own. An accessory seller has stolen the Centurion core and is not looking to part with it.

Furthermore, Lloyd is getting off scot free—unless someone chases after him, that is. Raine and Genis seem up to the task and decide to chase after Lloyd. Apparently, Lloyd is heading to the town of Meltokio, so maybe Raine and Genis could run into him there. Now Emil and his group must head back to Flanoir to talk to the accessory seller.



Talk to the Accessory Seller

BACK TO FLANOIR



Spelunking the Temple of Ice has to be put on hold for the moment while the gang travels back to Flanoir. Once there, enter the accessory seller's store near the top of the town.

Enter the shop and talk to the man behind the counter. This is not the right accessory seller; it's the accessory seller's father. The old man says that his son could not find any buyers for the core, so he brought it back to the temple to leave it where he found it. Regal senses something odd about the whole experience, but decides to keep it to himself.



Get the Centurion Core

THERE AND BACK AGAIN

Leave the old man behind and return to the Temple of Ice to try to retrieve the core from the old man's son. Get close to the temple and Emil discovers that it is blocked by a large Celsius' Tear. Without thinking, he touches the Celsius' Tear and discovers that there is no way getting past this thing. They will have to discover another way in if they hope to enter the Temple of Ice.



Head to the left of the Tear and cross the log onto the stones that lead up the waterfall. Hop up the stones, all the way to the top of the cave, then enter the dark passageway to finally set foot in the Temple of Ice.

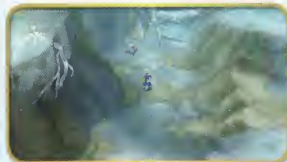


INTO THE COLD

FIRE AND ICE

Emil is now in the Temple of Ice, but he's not alone. Guarding it are a plethora of grizzly ice monsters. Genis' Fire spells are not an option for these caves, so team up with a strong Fire element monster to battle these frigid beasts.

From the temple entrance, turn right and proceed down the switchback, slaying any monsters that get in the way. Follow this path all the way to its end to discover a device. Change Emil's Sorcerer's Ring element to Ice here.



Turn around and move all the way back up the switchbacks. At the top, turn right and head over the ice bridge to the east side of the cave. Continue through the tiny canyon and travel up the east wall toward a dark recess. There are melting icicles on the wall, which give Emil an ingenious idea. Use the Sorcerer's Ring on the dark part of the wall and the dripping water creates a giant ice cube.



Grab the ice cube, then push it over the ledge and into the small canyon that Emil just passed through. Cross over the ice cube and grab the **Fire Cape** from the treasure chest, then cross back over the ice cube and head to the lower region of the cave.



Stop at the second dark recess in the wall and, once again, use the power of the Sorcerer's Ring to create an ice cube. Grab the ice cube and drag it to the left, then shove it over the ledge and into the frigid water.



BETTER THAN ICE SKATING



Run back to the ice cube that Emil last crossed and run across it onto the lake's surface. It turns out that the Water Spider actually works and instead of drowning, Emil effortlessly glides across the surface. Head over to the west side of the lake and pick up the **Mystic Cloak** from the treasure chest, then proceed north and enter the cave.

Slay the yetis on the other side of the cube, then continue along the path until you reach a dead end. Investigate the water gushing from the rock face and Emil thinks that maybe he can freeze it. He tries, but fails miserably. Marta then comes up with the bright idea to try out the Water Spider.



THE MISSING CORE

Head through the next chamber and past the Celsius' Tears that spread through the temple to enter the cave on the opposite side. While passing through, Regal offers some insight on the cave's condition. The gang eventually arrives at the doorstep to the final chamber where the Centurion core should be.



PREMONITIONS OF DANGER

If Emil were a betting man, he would certainly wager that extreme danger and Centurion cores go hand-in-hand. Save at the save point next to Emil. Tough times are just around the corner.

Enter the inner sanctum of the Temple. Grab the **Light Gauntlets** in the treasure chest to the right, then examine the altar to the Centurion core. Glaciers' Core is still missing and, even worse, two Mirkas ambush the gang in their quest for a little snack.



Boss Battle

MIRKA X2

One Mirka wouldn't be that bad, but two Mirkas are real trouble. The bosses each have around 20,000 HP, which means they won't go down easily. These foes mainly try to melee their enemies to death, but they do have a couple aces up their hairy sleeves. When fists are not enough, Mirkas will cast Ice spells, such as Frozen Solid, which will cause severe ice damage to anyone under its shower of hail.

To defeat the Mirkas, bring along a Fire element monster to create some devastating Unison Attacks with Emil. To pull these off, constantly have Emil attacking the Mirkas with his melee attacks and artes. Block the Mirkas slow melee attacks and run around them to strike from behind; the Mirkas are extremely slow, so it shouldn't be too much of a challenge to do this. Once Emil has found a steady pattern of blocking, attacking, and then Unison Attacks, the abominable snowmen will retreat back to their lairs.



After this fight, Regal says something quite upsetting to the gang. He feels that they may have been tricked into returning to the Temple of Ice. The owner of the accessory shop in Flanor seemed peculiar to him and he believes that they are walking head first into a devious trap. Emil should tread lightly from now on if he hopes to escape the cave alive.



Leave the inner sanctum of the temple and Marta sees her father standing to the far left of them. He says that he's sorry, then disappears further into the caves. Curious, Marta chases after him, leaving the rest of the party behind. Emil and Regal pursue her, but an avalanche stops them dead in their tracks.



Rescue Marta

TRAPPED IN THEIR WEBS

After the rocks have fallen, Emil and Regal find themselves cornered by a troop of Vanguard members. The only option is to fight.

Boss Battle VANGUARD X4

Hardly even a boss fight, these four Vanguard members are much easier than the Mirkas Emil just faced. Each Vanguard member has around 10,000 HP and attacks with same damage power as normal monsters in the Temple of Ice.

What could complicate this battle is the fact that Marta, the team's amazing healer, is M.I.A. To remedy this inconvenience, have Emil toss up Apple Gels to anyone in need of an HP boost. Otherwise, fight as you normally would and the battle should be easily won.



After the battle, Regal uses his superpowers to smash the boulders into pebbles. Once he has reopened the path, head further into the cave and resume your pursuit of Marta. Enter the cave at the end of the hall and Emil makes another startling discovery.



Richter is once again trying to remove the core from Marta's innocent head. Richter's little pet, Aqua, is also there to continue his role as a major pain in Emil's life. Aqua unleashes a fearsome monster to keep Emil and his party busy, while Richter is left to work on Marta.



Boss Battle SIREN

The Siren has brought some friends along—two asrais and a selkie. These monsters utilize Ice magic as their main attacks, and if they connect with Emil or his party members, they will pack quite the wallop, so avoid these attacks as often as possible.

Like the Vanguard attack, the gang is once again without Marta, which means that Emil will have to be the party's main healer. Try to bring in monsters with a lot of HP and have the team eliminate the sirens one by one. If anyone gets low on health, have Emil heal them with his items. As the sirens begin to disappear, the battle becomes much easier.



After the battle, Emil witnesses Richter as he plunges his sword into Marta; the blow is one that she will not likely survive. Richter retrieves Ratasot's Core and then escapes.

Before Emil can mourn his loss, a stranger's voice tells him to take a close look at Marta before he gets all teary eyed. It turns out that Marta is still alive, due to the magic of a lovely Sheena Fujibayashi. Sheena used her powerful ninjitsu skills to fool Richter into thinking that he was dealing with Marta, when in fact he was dealing with a log the entire time. Sheena lets Emil and Regal in on what has brought her to the Temple of Ice, and together they unravel the evil trap set by the Vanguard.



Escape the Temple of Ice

ONE STEP AHEAD

First, grab the **Light Plate** to the right of the statue that the fake Marta was impaled on, then return to the statue and examine it closely. Emil can move the big totem pole. It's one of three and all of them must be rotated to face the center of the room in order to open a door elsewhere in the Temple. Rotate the first totem pole so that it faces west.



Next, head north and around the bend to the left. Eventually, the gang will run into the second totem pole. Sheena takes one wrong step here and falls into a trap in the floor.



Find Sheena

NOT THE MOST CAREFUL NINJA

Rotate the totem pole beside the floor trap so that it faces south, then continue west and follow the path until the gang reaches the third and final totem pole. Marta and Emil have a bit of a heart-to-heart here. When they're done talking, grab the **3,000 Gald** from the treasure chest to the right of the totem pole.



Rotate the third totem pole so that it faces east and a door above Emil will magically open. Head north up the stairs and enter the now-open passage at the top of the steps.

Follow the hallway until it ends in a cut-scene. The gang is plagued by a terrible smell, one that is regrettably familiar to Emil. The odor is entirely unique to Eau de Seduction, which means that Decus must be close by.



Actually, Decus is not the only one nearby. Sheena's fall was broken by the tiny, but fearsome, Alice, who is now lying on the floor unconscious. Decus is terribly distressed over the declined state of his dear Alice's physical health. However, when Sheena learns that Decus and Alice are Vanguard members, she drops Alice hard on the floor, thus rudely shaking her back into consciousness.

Once the battle lines have been drawn between Emil's party and the Vanguard members, Decus reveals that it was he that was disguising himself as Marta's father. Alice and Decus chase after the gang, but Sheena uses her magic powers to create an ice wall, effectively sealing Alice and Decus in a giant ice cube.



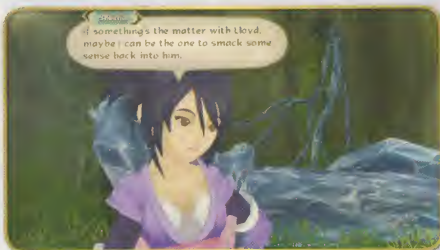
Leave this chamber and return to the third totem pole. Head past it and move south to a newly opened section of the temple. Follow the path toward its dead end and collect the **Gold Spinner** from the treasure chest. Once Emil has this, he's ready to leave the Temple of Ice once and for all. Head all the way back to the entrance and leave the Temple of Ice the same way that Emil entered it. On the way, the gang discusses their next move and decides that it would be best to check in on the accessories shopkeeper in Flanoir to see if he's okay.



Return to Flanoir

ONE LAST THING

Once outside, the gang catches Sheena up on all the Lloyd news that she has missed. Like those before her, Sheena is too a little skeptical of Lloyd's transformation. Sheena decides to join the party so that she may see Lloyd for herself.



Before heading back to Flanoir to check in on the shopkeeper, there's one last thing to do outside the temple. Head back up the waterfall to the entrance of the temple. Move past the temple's entrance and follow the path until it reaches a dead end at a huge gap in the ground. Use the Ring on the gap and suddenly another large ice cube is formed. Cross the ice cube and follow the path back into the Temple of Ice. Once inside the temple, grab the **White Manuscript**, then head back outside and return to Flanoir.



FLANOIR

Talk to the Shopkeeper

CHECKING IN

Once in Flanoir, head to the top of the town and walk to the accessory seller. Outside the shop, a Mizuho Scout appears and tells Sheena how she and her clan have chased all of the Vanguard members out of the town. Now that the Mizuho members have set things right, the real accessory shop owner is back. Enter the shop and talk to the old man. The shopkeeper tells the gang that his son has taken the core to Meltokio. Leave the shop and head to the Field Map, and then Meltokio.



Chapter 5: Truth Behind the Mask



Search for the Glacies' Core



Talk to His Majesty

MELTOKIO

Search for Glacies' Core

A TRIP TO THE BIG CITY

The gang arrives in Meltokio and Emil is immediately floored by how big the city is. Finding the core could be like finding a needle in a haystack. Luckily, Sheena and Regal say that they know the place like the back of their hand. Regal's intuition tells him they should check out the Item Shop first.



Enter Meltokio and explore everything that the town has to offer. As one of the largest cities in the entire world, Meltokio has some attractions that other smaller towns simply can't offer. The northwest section is home to the Coliseum where Emil can compete for prizes.



After exploring, head to the southwest corner of Meltokio and visit the Item Shop. The shopkeeper has nothing but bad news for the gang. Apparently, the shopkeeper had the core, but just recently sold it. Even worse, due to buyer-seller confidentiality agreements, he cannot tell Emil who he sold it to. Since they seem to have hit a dead end, Regal decides it's time to use his upper class status to assist the gang. He suggests that they talk to the King, who may actually listen to them, since Regal is a Duke.



WONDER CHEF

In a city this big, it's a safe bet that Wonder Chef is hiding somewhere. Turns out, he has transformed himself into a Rheard and is hiding in the southeast section of Meltokio. Head past the Item Shop and around to the back of the buildings. Wonder Chef is hiding in the bottom-right area of the courtyard.



Talk to His Majesty

REGAL... THE DUKE?

Follow the center stairs of Meltokio all the way up to lead the gang toward His Majesty. Near the top, Emil runs into more bad luck as Alice appears on the scene to block their path. She's not looking to get her hands dirty, so instead she summons an Aramis to battle Emil.



Boss Battle ARAMIS

Aramis is not alone; by his side is Helion, Alice's personal pack mule. While it may look like Aramis is the tougher foe, Helion actually has more HP—Aramis has 14,934 HP while Helion has 19,179 HP. Therefore, to make this battle easier, the gang should work on taking down Aramis first and then tackle Helion.

Aramis is a Dark element monster, so have Marta cast Photon on Aramis as often as she can. While Marta is inflicting massive damage, have Emil hack away at Aramis's rock face. Marta may be unable to perform as an adequate healer if she is constantly casting Photon, so have Emil ready to toss up Apple Gels at all times.

Once Aramis has been slain, focus all of the attacks on Helion. Your remaining foe has some devastating Wind attacks, but they're easy to see coming, as Helion will begin to inhale and puff up as it prepares the spells. Dodge these spells as they are casted, and then immediately have everyone in the party attack Helion into submission.





TENEBRAE, THE HERO

After the dangerous battle in the city center, Alice plays her trump card. Aramis rises from the dead and grabs onto Emil. Alice has rigged Aramis to self-detonate if it is defeated. She flees the scene on the back of Helion and Emil is left in the death grip of Aramis. In a last ditch effort to save Emil's life, Tenebrae uses his Dark magic to lift Aramis away from the city and from Emil. Tenebrae takes Aramis high into the sky and courageously sacrifices his life to save those around him.



The gang tries to help Tenebrae, but it's too late; their old friend is now gone. As Marta is mourning the loss, the Centurion cores fall out of her head and roll onto the ground. The cores combine and then enter Emil, causing him to transform into Ratatosk mode and become instantly moody. In Ratatosk mode, Emil can hear the Centurion cores speak to him. They say that Tenebrae is not dead, but only sleeping. The gang can still rescue Tenebrae if they hurry to the Temple of Darkness.



After the cut-scene is over, leave Meltokio behind and head to the Temple of Darkness.



TEMPLE OF DARKNESS



Find Tenebrae



Return to Meltokio

Find Tenebrae

THE HAUNTED TEMPLE

The Temple of Darkness is devoid of light and teeming with monsters of dark and demonic origins. The temple would have scared the pants off of old Emil, but Ratatosk Emil fears nothing. Venture into the dark cave and continue all the way to the right to pick up the **Melange Gel** from the treasure chest.



Return to the center of the temple and cross the purple-lit bridge. Before descending further, open the two treasure chests on both sides of the hill to find **3,000 Gald** and a **Lamia's Hair Tie**.



Proceed deeper into the temple via the ramp just beyond the purple bridge. There are tons of puzzles for Emil to figure out in this new chamber.





Use the Sorcerer's Ring on the lamp to the right of Emil. The lamps are the dark grey pillars encased by four connected pylons. Use the Sorcerer's Ring on the lamp and it begins to glow brightly.



Quickly move past the glowing lamp and follow the path all the way to a treasure chest. Collect the **Lemon Gel**, then turn around and head to the far west side of the map. Light the second lamp to the left of the broken pillar with the orange eyes.



Proceed along the west wall until Emil descends a small set of stairs and reaches another treasure chest. Collect the **Mimic Fragment**, then turn around and locate the pillar with blue eyes. Push it all the way into the wall and notice how the other green pillar in the upper right-hand portion of the screen also moves.



Go back upstairs, but instead of returning to the entrance, descend further into the chamber by heading down the stairs to the right. Continue past the second pillar with green eyes and wait for a cut-scene to trigger.



BEHIND CLOSED DOORS

At the bottom of the stairs, Emil gets frustrated when he discovers that finding Tenebrae is not as easy as he thought it would be. Emil can hear voices beyond a large wall, but there seems to be no way to reach them. At Marta's suggestion, Emil uses the Sorcerer's Ring on the wall, but nothing happens.



There's no point in staring at the wall and waiting for it to open; Emil must solve the puzzles of the lamps to finally reach the voices he seeks. Light the lamp directly across from the mysterious wall. Move past the lamp to the right and head under the pillar with blue eyes. Emil disappears from view, but there is a treasure chest up here, so keep moving around and look for the Examine display to pop up when Emil is close. Once Emil has found it, collect the **Sleep Charm**.



Move past the lamp that Emil last lit and head south. There is a different kind of lamp that looks like a clear blue crystal hanging from a ledge just to the left of Emil. Use the Sorcerer's Ring on this lamp and watch as a fiery glow emanates from within.



Leave this stone catwalk and move to the west side of the map. Light the lamp beside the Katz Guild member and tradesmen. Stock up on any supplies Emil needs, then cross over the pillar with the blue eyes and head south.



After crossing the pillar, light the two crystal lamps to the right and just beneath Emil and the southernmost tip of the walkway. Next, head to the right and cross over the narrow bridge. When a small exclamation point pops up over Emil's head, stop and look down to the lower level.



There is one more lamp down there waiting to be lit. Use the Ring to light the lamp and a doorway opens on the east wall of the chamber.



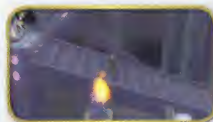
Before entering this door, continue over the bridge to the far right and grab the **Life Bottle** from the treasure chest. Now head back to the upper level and enter the secret passageway.



Proceed down the long flight of stairs and clear your path all the way to the bottom. Continue down the path until Emil reaches a dead end with a treasure chest. Grab the **Quality Stone** from inside, then head through the doorway between the four purple glowing dots.



Slay the monster that blocks the path, then light the two blue crystals along the stairs. A second secret passageway now opens for Emil. Leave this part of the map and return to the last room with the giant stairway.



Head halfway up the giant stairway and look for the open window that Emil can climb through. Hop up onto the ledge and climb through the window. In the next room, change Emil's Sorcerer's Ring to the Darkness element at the device.



Crawl back through the window and head upstairs to return to the main part of the temple. Go back to the level with the Katz Guild on it and head down the center ramp toward the bottom of the map. There's a dark flame that blocks Emil's path, but not for long. Use the Dark element Sorcerer's Ring to Snuff out the flame and continue down the path.



At the bottom of the path, use the Sorcerer's Ring again on the three flames that block the way. Slay the monster beyond those flames, then continue down deeper into the temple.



Follow this path, defeating the monsters along the way, until Marta begins to express her concerns about Tenebrae. Emil and Sheena are able to cheer Marta up, but once Sheena lets a comment slip about Emil, Emil enters his overly aggressive Ratatosk mood. When everyone is done talking, continue along the path until the gang reaches another fork in the road. From there, continue east along the same path, then grab the **Pineapple Gel** from the treasure chest and use the save point. Emil is pretty deep into the temple, so some serious danger may lie ahead.



LOST IN THE DARK

Emil now finds himself wandering in the dark through a maze of stairs. Continue all the way down, then take a left at the bottom. Proceed along the path. At the first fork in the road, take a left and grab the **Life Bottle** at the end of the path.



Return to the fork and, this time, go east until Emil reaches an altar in the middle of four diverging paths. Take the northeast path and southeast paths to grab **2500 Gald** and a **Weak Charm** from two separate treasure chests. After acquiring these goodies, return to the altar and then head along the northern path.



Return to the fork in the road. This time, head north and descend deeper into the temple. Follow the path until Emil reaches a giant altar. Approach it and press the switch at the top. A loud sound is heard in the distance.



Return to the main chamber and head back to the wall where Emil heard the mysterious sounds coming from. The wall is now split in two with an entranceway in the middle. When ready, enter the unknown through the crack in the door.



TENEBRAE WAITS

A LIGHT IN THE DARK



There's a save point near the bottom of the stairs along the left side. As with most temples, Emil can't escape a big fight at the end of the road. Save here before going all the way down stairs, or you may regret it later.

Emil now encounters an even larger set of stairs than before. Muster up some courage and descend into the darkness. At the bottom, the gang runs into a familiar, but unfriendly face. Richter reaches the core containing Tenebrae before Emil can, but the team is not going to let him take it without a fight.



Boss Battle

RICHTER

Richter may just be one man, but his HP and attacks quickly make up for this fact. His HP meter tops out at a hefty 96,372, which means it will take more than a couple of sword swipes before Emil can bring him down. However, when the fight begins, you'll notice that Emil's attacks are not doing Richter any damage at all.

Richter starts off the battle rather cheaply by performing Towering Inferno, which reduces the HP of anyone in range to 1. After this move, the battle quickly becomes one of survival for the gang. Have Marta heal everyone as quickly as possible and keep tossing up Apple Gels to stay afloat.

Defeating Richter is going to take more than what the gang currently has. Continue fighting with the primary goal of keeping everyone alive. Eventually, the battle is put on pause and Emil will surprise everyone with a special attack of his own.



Emil amazes everyone with his new arte. Stuck in an expression of utter shock, Richter begs for Emil to stop being a Knight of Ratasolk before it's too late. Emil, however, ignores this plea and prepares to launch another attack at Richter. Sheena jumps in and stops Emil from needlessly killing Richter and destroying the entire temple. Emil, once again, does not listen to anyone and unleashes his second attack anyway. Richter is not fazed a second time, and reflects the attack back at Emil. In a display of ultimate courage and sacrifice, Marta jumps in front of the attack and absorbs it for Emil.



Emil blacks out after the confrontation with Richter only to wake up later, alone and empty handed. Luckily, he soon discovers Tenebrae's Core lying beside him.

Return to Meltokio

NOT ALONE FOR LONG

Head upstairs. Emil quickly runs into Marta and Sheena, who both seem to be fine. Emil collapses at Marta's feet, then reawakens without Ratasolk mode. Marta takes the Core and resurrects Tenebrae. Return to the Temple's entrance.



The gang meets Regal at the cave opening. He shares some good news: he has found out that a member of high society does have the Glacies' Core and that her name is Seles Wilder. After talking to Regal, head back to Meltokio and begin looking for Seles.



MELTOKIO



Head to the Wilder Estate



Chase After Lloyd



Look for a Note at the Wilder House



Talk to His Majesty

Head to the Wilder Estate

WHERE IS SELES?

Before tracking down Seles, use the opportunity to replenish all of Emil's supplies and maybe rest at the local Inn. The Temple of Darkness was a dangerous place, and the visit must have taken a lot out of the party. Once everyone is ready, climb the center steps of Meltokio and visit the wealthier side of town.



Enter the Wilder house in the center of the block and talk to the owners inside. Sebastian fills the gang in on the story of the Glacies' Core and lets everyone know of its upsetting, current state; Lloyd has kidnapped Lady Seles and he has escaped through the second story window.



Chase After Lloyd

ALWAYS ONE STEP BEHIND

Exit the Wilder house and Tenebrae uses his keen senses in an attempt to track down the Centurion's core. Unfortunately, all that he can sense is the core getting further and further away, while another one, Solum's Core, is interfering with the signal.



After the gang splits up and begins looking for Lloyd, head down the main stairs of Meltokio. Emil encounters the wily Zelos Wilder. He tells Zelos how Lloyd has kidnapped his sister, then Lloyd runs by with Seles on his back. Zelos and Emil pursue him, but Lloyd escapes. Emil is sure that they just saw Lloyd, but Zelos is not fooled. He suggests that they head back to his house to see if the kidnapper left a ransom note.



Look for a Note at the Wilder House

AT HOME WITH THE WILDERS

With Zelos, head back to the Wilders and look for a note that the imposter Lloyd may have left. Once inside, talk to Sebastian and everyone enters a conversation about the current situation. Emil is still certain that it was Lloyd that he saw, but Zelos lets him know that Lloyd would never smell like that. The fake Lloyd they saw had a terrible stench that was trailing him. It turns out that it was Eau de Seduction that was trailing Lloyd, which means it must be Decus that has been disguising himself as Lloyd. After filling Zelos in on everything that has happened, he says they should seek an audience with His Majesty to plan their next move.



Talk to His Majesty

THE ROYAL COURT

Return to the center stairs of Meltokio and follow them all the way to the top. Approach the large double doors and the two castle guards let Emil pass through. Once inside the castle, Zelos tells the King know that they think the Vanguard are behind the crimes against his family. Regal and Sheena

arrive and inform the King and gang that Decus has fled to Cape Fortress. Emil and his friends will have to infiltrate the Vanguard base if they ever wish to see Seles again. Once everyone is done talking, head to the local inn and save, then return to the Field Map and travel to Cape Fortress.





CAPE FORTRESS



Rescue Seles



Return to Meltokio

Rescue Seles

INFILTRATING THE BASE

Once Emil arrives at the base, he realizes how daunting of a task it will be to find Seles. He must search the place inside and out if he ever wants to get the Glacies' Core back. Head into the outer courtyard of the fortress and climb the stairs to the right. Grab the **Fragrant Wood** from the treasure chest, then enter the fortress through the dark passage in the center of the courtyard.



TRESPASSERS BEWARE

Cape Fortress is not only populated with Vangaurd members, it's also filled with treacherous monsters. There isn't really one element that dominates the field, so expect to face all sorts of enemies. Have plenty of Apple Gels on hand and always make sure that Marta has enough TP to keep the party healed.

Once inside the base, follow the path along the wall and then continue all the way down the stairs. At the bottom, Sheena takes another wrong step and falls for one of the Vanguard's many booby-traps. Regal leaves the party to look for Sheena, which means it will be Marta, Emil, and Zelos searching for Seles.



SEARCH PARTY OF THREE

Before heading deeper into the fort, look behind the stairs and grab the **Animus** from the secret treasure chest. Run past the platform that Sheena fell through, then proceed down the hallway and pass under the bridge into the next room.



Go up the stairs at the other end of the hallway and continue up the greater set of stairs on the far wall. Head north at the fork in the road and grab the **Light Bandanna** from the treasure chest. Return to the fork in the road and head west to grab the **Holy Cloak** at the far end of the catwalk. Return one last time to the fork in the road, then head south and continue into the next chamber of the fort.



YOU ARE THE GATEKEEPER

The first door is just a few feet ahead on the left; enter it. Emil is now in a small alcove. Watch out for the guards in this tiny area, then climb the stairs to the upper level. Grab the **3000 Gold** from the treasure chest in the right-hand corner and return to the main hallway.



Continue further down the hall and Zelos gives the gang a little pep talk to cheer up Marta and Emil, as well as himself. Proceed to the left, then up the stairs on the other side of the room.



Head to the right at the top of the stairs and grab the **Stone Charm** from the treasure chest at the end of the hall. Turn around and head halfway down the hallway toward two panels, one of which is glowing yellow.



These glowing panels open and close the gates that fill this chamber. Unfortunately, not all gates can be opened at the same time, so Emil will have to figure out which colors correspond with which gates. First, step on the yellow panel to lower the gate on the first floor, then head back downstairs and press the blue panel to lower another gate to the right.



There's still one more gate left to open. Go upstairs and press the green panel down to open the last gate on the right, then head back downstairs and continue along the lower hallway to the right.



Emil passes two doors as he heads down the hallway. The first door holds a Vanguard member, so enter at your own risk. Behind the second door there's a monster and a treasure chest containing **Witch Mittens**. Enter the second door to grab the Mittens for Marta, then return to the hallway and continue through the door at the end of the hall.



ART HISTORY

The next room's puzzle makes the last one seem like a cakewalk. Six statues represent different legendary beasts. At the back of the room are a red and a blue knight. Emil must determine the order that the knights slew these villains to walk through the doors they guard.



Proceed to the end of the hallway and change Emil's Sorcerer's Ring to Water element by using the device beside the save point. Read the plague next to the red knight to discover the clues to the order of his monster hunt.



A SECRET GETAWAY

There's a secret area in the right-hand corner of this room with a secret treasure chest containing a Black Spinner, as well as a Katz Guild member and a tradesman. To reach this area, Emil must manipulate the four colored patterns in a certain pattern. Press the yellow panel down, then head downstairs and press the purple panel, which opens up a gate on the far left side of the map. Before heading up past the purple gate, press down the green panel upstairs to drop down the green gate. Once the purple and green panels are down, head upstairs on the far left of the map and continue down the long pathway to reach a secret room.



SECRET

RED KNIGHT'S HISTORY

The red knight protected the fortress from a monster with sharp claws and bent beak, a monster with scissors and killer sting, a monster in between a man and beast, a monster that feeds on sun and water, a monster clad in strong armor, a monster of ill omen with wings on its back.

Head back to the statues and carefully examine which beast is which. When you have the beasts matched with their description in the knight's history, douse each of the flames in the order that the knight slew them. The location of the monsters in the correct order is as follows:

middle-right
lower-left
upper-left
bottom-right
upper-right
middle-left



After Emil completes this sequence, move toward the red knight and press his switch to open the large gate at the end of the hall. Continue through the gate to progress the story or solve the blue knight's puzzle to collect a very rare treasure.



THE BLUE KNIGHT'S TREASURE

Press the red knight's switch for a second time and the platform before him will drop and leave Emil in a pit of danger. Eliminate all the monsters in the pit and a gate in the back will open, revealing an exit. Before leaving, grab the Pineapple Gel from the treasure chest in the back, then read the plaque on the western wall that gives the blue knight's history.



BLUE KNIGHT'S HISTORY

The blue knight protected the fortress from a monster with scissors and killer sting, a monster of ill omen with wings on its back, a monster with sharp claws and bent beak, a monster clad in strong armor, a monster that feeds on sun and water, a monster in between a man and beast.

Head back up to the statues and begin to extinguish the flames in the order of the blue knight's history:

bottom-left
middle-left
middle-right
top-right
bottom-right
top-left

After extinguishing all the flames, head over to the blue knight and press his switch once to open then gate, then do it once more to drop Emil to the lower level.



Move through the now open gate. Follow this path into another room and continue all the way around an upper catwalk until you come to a treasure chest. Eliminate the Vanguard member guarding it, then grab the **Philosopher's Stone!**



THE PHILOSOPHER'S STONE

Congratulations! You've found a Philosopher's Stone! These stones are more than semi-precious, they are truly mythical in their worth and power. Philosopher's Stones can be used as the base ingredient in synthesis to create statues that allow many of Emil's monsters to evolve into their final forms. Hold onto this stone and use it only when it is absolutely necessary.

Return to the room with the statues and eliminate all of the enemies in the lower pit to open a gate that leads Emil back to the statues. Move past all of them and enter the large door past the device and save point.



LLOYD VERSUS LLOYD

Head down the long set of stairs and Emil stumbles upon an epic battle between Lloyd and... Lloyd. One of them is Decus, but which one? One Lloyd asks for help with taking out the other. Emil must choose to assist one of the Lloyds. When deciding, consider that the *real* Lloyd seems quite serious and would not be one to wear a silly grin during a battle. Whichever Lloyd Emil chooses, the outcome will be relatively the same; either Emil or Zelos will take out the fake Lloyd.



After the blow, Decus emerges from his Lloyd disguise. It becomes clear that Decus was behind the slaughter at Palmacosta, as well as the massacre at Flanoir. It also seems that Marta's father is the one who orchestrated these crimes. Soon after the revelations, Alice arrives on the scene with Seles in her clutches. Alice and Decus are demanding the core, but before they get a chance to get it, Sheena swoops in and knocks Alice to the ground, again.



After Sheena's heroic entrance, Colette unleashes a surprise attack and knocks Decus down. Decus doesn't stay down for long, but Regal is there to knock him out once more. With Alice and Decus temporarily incapacitated, Lloyd is able to rescue Seles and take her to safety. Unfortunately, before the gang can follow, Decus gets back up and challenges them to a fight.



Boss Battle

DECUS

Decus may seem like a bit of wimp because the way he acts, but looks can be never deceiving. He's actually a tough opponent and fighting him will be a test in both strength and endurance. His health tops out at a hefty 45,669 HP, so expect a lengthy fight. It's also a good idea to bring along a Water element monster and to equip a Water Cape or two, since Decus's element is Fire.

To start the battle, have Marta cast a bevy of defensive spells to add some protection to the front lines. Try to have Emil and one other party member constantly attacking Decus to continually put pressure and inflict damage on him. Have a third party member both heal and attack Decus—Zelos is a good choice for this—while Marta stays in the back, casting heals.

Decus's attacks consist mainly of sword swipes, which are relatively easy to block, but deadly when they connect. Decus will dole out a magic spell once in a while that may cast Weak on some party members, so keep some Weak Bottles around to counteract it or just have Marta cure it. Keep on attacking Decus and throw Marta a Lemon Gel to keep her healing.

When Decus's health is somewhere around 50%, he will perform a devastating Mystic Arte known as Sturm and Drang. Decus pulls out a photo of Alice that spontaneously combusts, putting Decus into an even more violent rage. He unleashes an attack that reduces everyone's HP to 1. When this happens, immediately hand out the Apple Gels and make sure that Marta is healing. Continue the assault on Decus and he eventually succumbs to Emil's attacks.



After the battle, Decus confesses everything to Emil and Marta and reveals the greater conspiracy behind the violence. However, before the gang can interrogate him further, Richter ambushes Zelos. This attack gives Decus the chance he needs to escape and the gang is brought into another gruesome battle.



Boss Battle

RICHTER

Everyone is probably still pretty banged up from the Decus battle, which makes this boss fight even tougher. Luckily, or maybe unluckily, this battle cannot be won.

Richter has 102,096 HP and his attacks are far too strong for Emil, or anyone else in his party. Try to put up a good fight, but eventually Richter will overpower Emil and his party and the battle will be lost.



After the fight, Richter grabs Emil by the throat and prepares to deliver the final blow. Suddenly, out of nowhere, a mysterious voice speaks to Richter. Along with Aqua, the mysterious voice is able to coax Richter into showing Emil mercy. Richter drops Emil and exits the room. After Richter is gone, leave the room through the doorway on the east side of the room.



In the adjacent room, the rest of the gang, including Lloyd, corners Alice and Decus. Lloyd demands that Alice hands over her Centurion's cores to him. Alice and Decus expose the Vanguard's plans to revive the Sylvarrant Dynasty through the cores. Right after explaining their devious plans, Alice's strange ride swoops down to save the day.



LOYD THE TROUBLEMAKER

Grab the **Virus Charm** and the **Twisted Horn** from the two treasure chests to the left and right of the throne in the same room where Alice and Decus made their getaway. After grabbing the treasure, leave the fort by returning to the entrance.



Outside of Cape Fortress, the real Lloyd pulls a move out of evil Lloyd's playbook and demands the cores from Marta without any explanation at all. Lloyd is outnumbered and instead of opening up to the group, he disappears once more. Zelos notes how Seles isn't looking so great and suggests that they all return to Meltokio as soon as possible. Follow Zelos's advice and return to Meltokio at once.



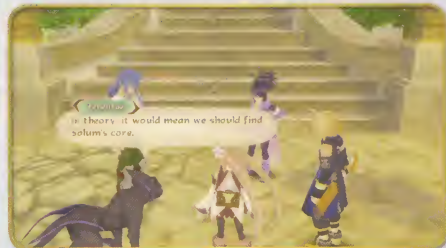
MELTOKIO

Return to the Wilder Estate

REST FOR SELES

Once back in Meltokio, return to the Wilder Estate in the northeast quarter of the city. Before going to rest, Seles graciously hands the Glacies' Core over to Emil. Seles takes her leave and the rest of the gang is left to talk things over. It is decided that going after the rest of the cores is the best plan of attack for Emil, while others set off and look for Lloyd.

Leave the Wilder estate and head toward the entrance of Meltokio. Along the way, Tenebrae advises that Emil search for Solum's Core first. It's possible that Decus may already have Solum's Core, but they cannot be sure without investigating. To continue the journey, return to the Field Map and head for the Temple of Earth.



Chapter 6: Dark Premonition



Go to the Temple of Earth



Go to the Temple of Lightning



Talk to Schneider at the Imperial Research Academy

TEMPLE OF LIGHTNING

Go to the Temple of Earth

RESTRICTED AREA

Leave Meltokio and head to the Temple of Earth. Once inside, it becomes clear that things are not as they should be. The temple is experiencing constant earthquakes. A Temple guard runs up to Emil and tells him that the Temple is far too dangerous for anyone to enter and they must turn back immediately. Sheena suggests they visit the Temple of Lightning in the meantime, but before heading there, Marta decides to hatch Glacies' Core. During this process, Emil suddenly faints and falls to the floor.



MELTOKIO

Go to the Temple of Lightning

RUDE AWAKENING

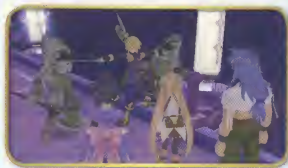
Emil awakens from a nightmare in the Inn at Meltokio. Marta is by his side and comforts him through his moody Ratatosk mode. When Emil gets up, head to the Field Map and then to the Temple of Lightning.



Temple of Lightning

TURNED AWAY AGAIN

Inside the Temple of Lightning, Emil hits a brick wall once more. Two heavily armed guards are blocking his path and they have no intention of letting anyone pass. Emil starts out as his normal self, but once the guards get a little hostile, he enters Ratatosk mode and comes close to murdering the guards. His party members calm him down as a local researcher arrives to see what all the commotion is about. The researcher, named Schneider, seems to recognize Emil, but will not divulge any information. Schneider says that he may be able to help the gang get into the temple and that they should talk to him in his lab at Sybak. Return to the Field Map, but instead of going to Sybak, take a detour and go to the newly available Katz' Village.



KEEP ON MOVING

Keep moving when in the Temple of Lightning; if Emil stands in the same place for too long, he may get struck by a lightning bolt. Look for a glowing yellow light on the ground to indicate where lightning will strike and stay clear of it or suffer the consequences!



SYBAK

Talk to Schneider at the Imperial Research Academy

AN ELECTRIC TOWN

Before heading to the Imperial Research Academy, take the time to explore Sybak a bit. It's not the bustling metropolis that Meltokio is, but it does have its own charm. In the center of town are two vendors with plenty of new items for Emil to check out, and there's an Inn near the entrance of the town where Emil may rest.



Head to the western sector of Sybak and enter the Imperial Research Academy. A local researcher stops the gang at the entrance and seems extremely shocked and excited to see Emil. The only problem is the researcher does not call Emil by his name. Instead, he calls him Aster and is very certain of who Emil is. After the strange encounter at the gate, approach the front door and enter the academy.

Katz' Village

A LITTLE VACATION

The Katz' Village is the perfect place for a little rest and relaxation. Emil has two temples on his to-do list, so take full advantage of a town free of any natural disasters or raving lunatics. The Katz' Village has a Katz Guild employee at its highest peak, as well as an excellent Fish Market near its entrance. There are also rumors of Wonder Chef hiding somewhere in the village. Once Emil is done exploring the Katz' Village, head to Sybak.



WONDER CHEF

Proceed past the Katz Inn and investigate the mysterious campfire in the back. Wonder Chef is hiding underneath and has a special Steak recipe for Emil.



Enter the door on west wall of the academy's lobby, then continue through the next door at the end of the hallway. The other doors here lead to labs where scientists are busy working on secret experiments.



WONDER CHEF

Halfway down the long hallway in the academy is an open book lying on the ground. Examine it to discover Wonder Chef, who proves his identity to Emil by giving him the delicious recipe for his world-famous Burritos.



Head down the long set of stairs and enter the door at the bottom. Once inside the basement laboratory, Emil snaps out of Ratatosk mode and is severely disoriented and confused. Everyone agrees that it would be best if Emil returned to the Inn to get some rest; Marta agrees to accompany him.



Head back upstairs and exit the academy. On the steps outside the school, another researcher recognizes Emil as Aster. This time, the researcher is a bit more relaxed and he decides to fill Emil in on exactly who this Aster is. Turns out that Richter supposedly killed Aster while he was on a journey to summon Ratatosk. After talking to the researcher, head to the Inn near the entrance to get some rest.

ANOTHER RESTLESS NIGHT

Emil doesn't get much rest due to his recurring nightmares of Richter. He wakes up in fear like in Meltokio, but this time it's Tenebrae by his side. Leave the Inn with Tenebrae and return to the academy. On the way, Emil runs into his party members who are secretly talking about him. It seems that they no longer are sure who Emil really is. Regal believes that Emil's Ratatosk mode is really just part of his fractured sense of self and the Emil they know is really just a personality created by the true Emil. After hearing this, Emil makes his presence known and immediately confronts Regal. As difficult as the idea is to Emil, he is starting to believe that they may be right. Emil calms down and suggests that they head to the research academy to finally talk to Schneider.



SCHNEIDER'S PERMISSION

Return to the academy, but this time head upstairs and enter the office at the end of the hall. Talk to Schneider, who is standing in the back of the room. He finally grants the gang permission to enter the Temple of Lightning. Schneider tells them more about Aster and suggests they talk to a researcher named Rilena, who is currently in the Temple of Lightning. She may be able to prove if Emil truly is Aster. When you're ready, leave Sybak and proceed to the Temple of Lightning.

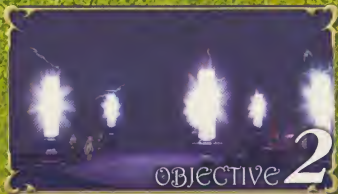


TEMPLE OF LIGHTNING



Find Rilena

OBJECTIVE 1



Investigate the Centurion core Altar

OBJECTIVE 2



Talk to Schneider

OBJECTIVE 3



Head to Rilena's research lab

OBJECTIVE 4

Find Rilena

LATE TO THE PARTY

At the Temple of Lightning, Emil discovers that the guards, whose lives he had just threatened, are now lying dead on the floor. Either Lloyd or the Vanguard have beaten Emil to the temple and are already on their way to grab the core.

DON'T BECOME THE LIGHTNING ROD

Just like last time, the Temple of Lightning is still filled with, you guessed it, lightning. All glowing spots on the ground indicate that lightning will soon strike there. If Emil happens to be standing there when it does, his entire team will receive a hefty reduction of their HP.

Grab the four treasures before continuing deeper into the temple:

Treasure	Location
3,000 Gald	Northeast corner
Mirage Mittens	At the top of the rightmost set of stairs, heading north
Earth Cape	Southwest corner
Quality Stone	Southernmost corner

During the process of collecting these fine treasures, the gang will stumble upon research notes about Ratatosk.



Move toward the northwest corner of the chamber and change Emil's Sorcerer's Ring to the Blue Lightning element, then climb the room's center staircase into the next chamber of the temple.



Head up the stairs to the right and visit the large altar guarded by the three elements of Lightning. Use the Sorcerer's Ring on the Lightning Orbs and watch the Blue Orb disappear.



IT NEVER GETS EASIER



The monsters in the first chamber of the temple are a good primer for what's to come later on in this area. If Emil or his party members are having any troubles defeating these first enemies, it may be wise to leave the temple and level up elsewhere for a while. Emil's level should at least be in the forties to travel comfortably through the temple.

Return downstairs and grab the **Shock Charm** from the treasure chest in the northwest corner, then use the Sorcerer's Ring on the Blue Lightning that blocks the door in the center of the room. Once this is done, enter the door.



In the next room, notice the devices that are just out of Emil's reach. This is where Emil can change his Sorcerer's Ring's element to gain access to the deepest chambers of the temple.

Move to the left and grab the **Striped Ribbon** from the treasure chest under the stairs, then head all the way up the stairs and through the door at the end of the path.



IN THE WAKE OF THE VANGUARD

In the next chamber, two researchers rush toward the gang to warn them about the slaughter that is still going on. The Vanguard troops have infiltrated the temple and are killing anyone that gets in their way. What's worse is that Rilena is still deep within the temple and the Vanguard keep on getting closer to her position.



The room that Emil has just entered is the first of three rooms that are all connected by a series of puzzles. On the second story of this room is large altar with three different kinds of electricity blocking a gateway to the Centurion core. Follow these steps carefully and Emil just may make in time to both grab the Core and save Rilena.



The next room is shrouded in darkness and consists of narrow pathways that Emil may easily tumble over. Move slowly and carefully to reach the end of the path, then enter the next room.



HAZARDS IN THE DARK



Not only is the constant threat of lightning bearing down on Emil, but in the dark, Emil must also worry about falling over the edge of the

path. If he falls over, he will be dropped into the main room with the save marker. Emil can regain his balance, however, and stop himself from tumbling into the dark. Whenever Emil looks like he's going to fall, press the A Button repeatedly to regain his footing.

A VANGUARD ROADBLOCK

The gang catches a glimpse of Lloyd, but before they can chase after him, four Vanguard members ambush. These foes are not any tougher than other monsters in the temple, but they do have above average HP. Bring a couple Apple Gels to the fight and everyone should be fine.



After defeating the small Vanguard brigade, climb the two sets of stairs and cross the catwalk toward the east side of the room. Descend the next set of stairs to discover a Katz Guild member and a Tradesman. Use their services if required, then head through the door to the right of them.



Proceed through the dark corridor and enter the door at the other end. Emil re-enters the large room with the two unreachable devices, but this time he is on the second story terrace. Continue down the pathway until Emil reaches a foreign contraption. Press the button on the machine and a large lightning rod pops out. The lightning in this room is now directed to the rod and Emil can move about without fearing electrocution.



A DANGEROUS SHORTCUT

If Emil needs to get back to the main chamber of the temple and doesn't feel like backtracking, simply let Emil fall off of the ledge on one of the dark pathways. He will drop through the temple's slides and end up, unharmed, in the main chamber.

Return to the entrance of the room with the two devices and descend the stairs on the left side into the shallow waters. Head upstairs to reach the second device, then change the Sorcerer's Ring's element to Yellow Lightning.



PLAYING WITH YELLOW LIGHTNING

A SMALL DETOUR

Now that the Sorcerer's Ring's element is Yellow Lightning, there is one pesky doorway that Emil can unlock. Return to the main chamber and head up the west stairs. Use the Sorcerer's Ring on the yellow glowing orb blocking the way, then enter the doorway where the orb used to be. Navigate the dark corridor and grab the Holy Mark from the treasure chest at the end of the path.

SECRET



Return to the main chamber and head upstairs to the large altar with the remaining two swirling orbs. Use the Sorcerer's Ring on the two orbs and watch the yellow one disappear. After eliminating the second orb, return to the room with the Katz Guild member in it.



Turn right, just after entering this room, then use the Sorcerer's Ring on the Yellow Orb and enter the door that was behind it. Climb down the ladder at the end of the path and Emil discovers a rope with a large machine at the end of it. He must destroy the rope to drop the machine, but it won't be possible with his Sorcerer's Ring's current element.



Return to the device and change the Sorcerer's Ring's element to Fire, then head back to the terrace where Emil first saw the rope and ignite it with the Sorcerer's Ring. Before leaving this terrace, don't forget to grab the **Topaz** from the treasure chest behind the ladder.



Have Emil make his way back to the first lightning rod and deactivate it, then return to the chamber with the devices and switch Emil's Sorcerer's Ring to Yellow Lightning. Head back upstairs and continue to the east side of the room where the machine fell. Turn on the machine in the corner to power up all the other consoles in the temple.



With the power back on, Emil's options begin to open up a bit. Return to the chamber with Katz Guild member and look for a console on the far wall. Activate the console and notice how the electricity moves across the wall. Emil must reroute it to make it do what he wants.



Head back upstairs and carefully examine the yellow blocks that support the electric pipes. Emil can shoot these blocks with the Yellow Lightning from his Sorcerer's Ring to reroute the power to the upper mechanism. Shoot the blocks in the following order for success:



1. Blocks on top of column 1

2. Only set of blocks in column 2

3. Bottom set of blocks in column 3

4. Top set of blocks in column 4

(Column 1 being the furthest left and column 4 being furthest right and closest to the machine.)



After destroying the correct sets of yellow blocks, return to the machine to supply the lever above with electricity. Once everything is powered properly, a bunch of dynamite is dropped from the ceiling, clearing a path for Emil down below.

Descend all the way down to the lower level of the room and enter through the now open door. Follow the path to the final device and change the element of Emil's Sorcerer's Ring to Red Lightning.



RED LIGHTNING LEADS THE WAY

Return to the large altar in the main chamber and use the Sorcerer's Ring to eliminate the final circling orb, then examine the strange markings on the wall and head through the small crack that suddenly appears.



After leaving the main rooms of the temple, Emil walks into a strange inner sanctum. In this new area, he finds that he is not alone. Approach Decus, who is accosting some unknown researcher. It turns out that the researcher is, in fact, Rilena and that she is blocking Decus' path to the core.



Marta tries to stop Decus from harming Rilena, but she only turns his aggression onto herself. Emil steps in to protect Marta, but is too weak in his current state. Emil enters Ratatosk mode and performs an ancient Arte that sucks both Decus and Rilena through a wormhole. No one is quite sure if Emil just made the situation better or much worse.



Investigate the Centurion Core Altar

PLAN B

Tenebrae explains that Emil's wormhole has just dropped Rilena off at a Centurion core altar, which neither Marta nor Lloyd possesses yet.

Proceed all the way up the stairs to the altar at the top of the temple. Explore the branching pathways along the stairs to discover a save point, as well as a treasure chest containing a **Black Sword**.



At the altar, Emil doesn't find Rilena, but does meet Lloyd, who has beaten them all to the core and snatches it before anyone can stop him. Lloyd isn't in the mood for a fight today, but Emil is. Emil raises his sword to the sky, preparing for battle, but forgets where he is. Emil's sword acts like a lightning rod and he is electrocuted on the spot. Lloyd uses this accident to make his escape. After Lloyd is gone, the gang is left to fight the hideous beast that emerges from the lightning.



A RACE TO THE CORE

Emil knows that he is not the only one searching for the Centurion cores; Lloyd is also looking for these ancient artifacts. If Emil wants to find the core hidden in the Temple of Lightning before Lloyd does, travel through the temple without getting hit by lightning more than 15 times. Doing this allows Emil to reach it first, as well as being one step closer to unlocking a special title.

Boss Battle CORDUROY

Corduroy's name may not be that intimidating, but one look at this winged demon sends chills down the spine. As expected, Corduroy is a Lightning element monster, so bringing an Earth monster to fight is a great idea. Equip all of the charms and capes you can to deflect the monsters lightning attacks, then begin hacking away.

Eliminate the five were-bats before attacking Corduroy. If left alone, these minions will cause serious damage and keep the casters from completing their spells. After the were-bats are out of the picture, have Marta constantly cast supportive spells while everyone else is attacking.

Corduroy has magic attacks like Decimation that cause massive area damage, but have moderate casting times. Once you see Corduroy begin to cast anything, get out of the way, then run back when the dust has cleared and resume your attack. Prepare to block his numerous melee attacks, which can take a good chunk out of Emil's health. If Corduroy's attacks connect, simply have Marta heal and then keep on attacking back. If Emil can, perform a Mystic Arte to cause some massive damage to Corduroy.



After the battle, Emil is ready to chase after Lloyd; Tenebrae, however, has a different idea for the next course of action. Tenebrae is unable to sense Tonitrus' presence right now, which means that Rilena must be at the temple of Earth. Before heading to another Temple, Regal suggests that they go talk to Schneider again. When you're ready, leave the Temple of Lightning and return to Sybak.



SYBAK

Talk to Schneider

Head back to the Imperial Research Academy in Sybak and return to Schneider's office. Schneider has a lot to say about Ratatosk's Core and it becomes clear that, in the wrong hands, Ratatosk's Core could do a lot of damage. Schneider says if the gang wishes to learn more, they should visit Rilena's lab in Meltokio.

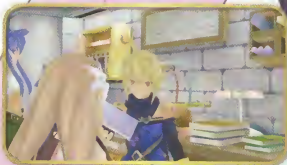


MELTOKIO

Head to Rilena's Research Lab

Follow the cobblestone path to the right of the Inn to find Rilena's lab. The receptionist instantly recognizes Sheena and Emil as Aster, but doesn't keep them for too long and tells them that they may look through all of Rilena's stuff in the basement.

Head downstairs and look at Rilena's notes that are lying next to the researcher with the blue hair. Marta reads these documents and discovers the secrets of a door named Ginnungagap, which leads to the demon realm. After learning more about Ratatosk, leave the lab and a guard informs the gang of a woman trapped in the Temple of Earth. Leave at once for the Temple of Earth to discover who the woman may be.





TEMPLE OF EARTH



Search for the Rilena



Chase After Decus

Search for the Rilena

AFTERSHOCKS

The temple is no longer suffering from constant earthquakes, but that still does not mean that anyone is truly safe when inside. Rilena could be anywhere in the temple and, as a wanted woman, her life is always in jeopardy.

From the entrance of the temple, head south and collect the **Wind Cape** from the treasure chest, then move north and cross the rickety bridge.



You come to a fork in the road. Before committing to one of the two paths, use Emil's Sorcerer's Ring on the unsteady rock pile just to the right of his location. The rocks will crumble under their own weight and a valuable treasure will be left for Emil to pick up later.



Move down the path to the south and follow it all the way to its dead end. Pick up the **Mirage Mittens** from the treasure chest at the end of the path, then return to the fork in the road. This time, head north and follow the path into the next chamber of the temple.



FREEFALLING

Cross the second bridge, then head up the small switchback, past the pit spider, and grab the **2,000 Gald** from the treasure chest. Descend the switchback and head to the left where there's a bridge that leads to nowhere. Jump on it and it collapses, dropping Emil down to the next level. Keep on breaking these platforms until Emil reaches a floor with a device. Change the Sorcerer's Ring element to Earth and descend one more level down to the floor.



PLENTY OF BOOTY

There's treasure on those platforms—and lots of it! As Emil moves down the cliff side, investigate all platforms for treasure chests. If he misses one, return to the top of the cliff and fall back down, choosing a different route to find new chests.

Now that Emil's Sorcerer's Ring is Earth elemental, his options begin to open up. Return to the fork in the road and head south along the path. Once he's back on the unstable bridge, use the Sorcerer's Ring to place a rock on it, causing the structure to break and leave Emil hanging in mid-air. After hitting the ground, proceed forward to find Rilena.



LETHAL WEAPON

After using the rock to break the bridge, head south to discover two treasures. There's a treasure chest along the way that contains a **Treat**, and a box holding a **Dragon Spinner** at the end of the path. This box will only be here if Emil used his Sorcerer's Ring earlier to cause the rocks to crumble.

SECRET



Rilena is relatively unharmed and seems to be in very good spirits, considering she was just unwilling sucked through a wormhole. She tells the gang more about Aster and reveals that he used to have a star-shaped scar—exactly like the one that Emil has above his

collarbone. The more the gang learns about Aster, the more certain it seems that Emil is, in fact, Aster. Whoever he is, the gang will have to worry about it later, because Rilena alerts them that Decus is currently sneaking out of the temple through a secret back door.



Chase After Decus

A SECRET PASSAGE

Save at the marker and grab the **Pineapple Gel** from the treasure chest beside the teleporter, then hop onto the teleporter and warp to a new part of the temple.



Proceed toward the Centurion core altar, directly in front of Emil, and the gang discovers that Solum's Core is missing. There's no sign of Lloyd, so it must have been a Vanguard member who took it. Leave the altar and return to the large grid in the middle of the room. After inspecting the altar, the grid will have a large, glowing symbol in the middle that Emil can activate to make the grid come alive. Activate the grid and some of the blocks begin to shake, which means they're going to fall soon. Stay clear of these and move from one still block to the next. If Emil can ride it out without falling, a secret passage will open up to the right.



WHY DO WE FALL DOWN? SO WE CAN COLLECT TREASURE!

If Emil fails to stay on the grid while the pieces are falling, he will be dropped into a lower basement level of the temple. There are plenty of consolation prizes at the bottom for his mistake, including treasure chests containing 3,000 Gald and a Melange Gel. After collecting the prizes, head back upstairs to try the shaky grid once more.



Once the secret passage has opened up, head through and grab the treasures on the upper-left and right sides of the adjacent room, then head down the center path and investigate the three strange bugs at the bottom. Upon a close examination, Emil discovers that Alice is using the poor animals for transportation. He tries to free the sad caterpillars, but years of abuse have filled them with violent rage and they lash out.



Boss Battle

LOOKIN X4

One Lookin isn't that bad, but four Lookin... Emil is in some serious trouble. Each one has 14,733 HP, which adds up to about 50,000 HP total—far more than any boss Emil has encountered. The key to winning this battle is going to be speed. Emil must eliminate the Lookin, one by one, before they can gang up and overpower him.

The Lookin are Earth elements, so Wind spells help rack up the damage against them. These beasts favor melee moves over all others and will perform many quick, dashing attacks that may catch party members off guard. Try to anticipate their rolling attacks to ready the block, then follow with attacks of your own. Use every trump card you have early on to thin their numbers as quickly as possible.

Once the Lookin start to perish, it's much easier to continue the fight. Fewer Lookin mean that it's easier to cast spells and there are less multiple attacks to worry about. Have Marta heal everyone and keep on attacking until all the Lookin are vanquished.



The gang can now get a lift on the last remaining Lookin through the secret passage to an unknown destination. Hop in the carriage and enjoy the ride.



TOIZE VALLEY MINE



Find A Way Out

Find a Way Out

HARD HATS NOT REQUIRED

The gang ends its turbulent ride with the Lookin at the once-abandoned Toize Valley Mines. Regal is extremely surprised to see that his company's mines are still in use and is deeply troubled by this news. Once everyone is ready to go, it's time to explore the mines and find a way out.

Head through the door to the right of Emil to grab a **Light Bandana** from a treasure chest; otherwise, head down the path to the left. Along the way is another door with a treasure chest containing a **Life Bottle**. Grab it, then continue all the way down the path into the next chamber of the mine.



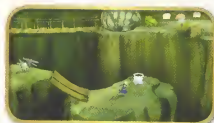
Follow the path to the left and jump across the gap between the rock ledges. Turn right and proceed along the ledge, then climb down the ladder and head to the bottom of the pit in the center of the room. Grab the **Elemental Fragment** from the treasure chest, then climb the ladder across from the wooden ramp that Emil just walked down.



Pick up the **2,000 Gald** from the treasure chest at the top of the ladder, then head through the doorway on the far wall. Explore the next chamber to discover a **Lemon Gel** at the bottom of a long broken path toward the lower east section of the chamber. After collecting all the treasure, travel along the upper east path and continue to the next chamber.



Follow the path down a set of stairs to a device. Change the Sorcerer's Ring's element to Explode at the device and get ready to blast some boulders into tiny pebbles. Return to the last room and blast through the boulders in the northwest corner to reveal an exit to the Mines, then exit the mines and breathe the fresh air of the great outdoors!



FUN WITH DYNAMITE

Before leaving the Toize Valley Mine, it's wise to explore every chamber of the place one more time with the Sorcerer's Ring's Explode function. Blast away all the boulders to discover a bounty of treasures that was previously inaccessible.



DEMOLITION CREW

Notice the large, oddly colored boulders that block many of the mine's paths. Well, they can be destroyed with the Sorcerer's Ring, but Emil will have to change its element first. Take the time to note the locations of these boulders so he can revisit them and the paths they block later on.



SECRET

SECRET

ALTAMIRA



Head to the Lezareno Headquarters



Infiltrate the Casino



Rescue Marta and Save Altamira

Head to the Lezareno Headquarters

CITY BY THE BAY

Emil and the gang arrive in the beautiful Altamira after a grueling trek through the Temple of Earth and the treacherous Toize Valley Mines. A little relaxation in the sea breeze is probably just what everyone



needs. Regal wants the gang to accompany him to his company's HQ, but that can wait for a moment while everyone explores the town. The Altamira Inn is more like a 4-star hotel and should definitely not be missed. There are shops on the second floor lounge and secrets to be found throughout the building.




WONDER CHEF

Go to the seventh floor suite of the hotel and look for a strange object beneath the candle on the far wall. Examine it to discover the Wonder Chef underneath with a yummy recipe for an Omelet!



After Emil has seen everything that Altamira has to offer, head for the docks on the west side of the town and ride the water tram to the Lezareno Company Headquarters. Once inside, ride the elevator to the President's office.





Regal informs George, one of his colleagues, on everything that he has seen so far, including the bad news about the Toize Mines. When he's done talking, one of the town's citizens runs in and warns everyone that the Vanguard is attacking the town. The Vanguard is looking for Marta and they are going to raze the city to find her. Marta doesn't want to bring any harm to the town, so she runs off to turn herself in. Unwilling to let any harm come to Marta, the gang chases after her.



SPLIT INTO HALVES

Return to the plush seventh floor suite and speak with Tenebrae about the changes occurring within in Emil. He may be split between identities, but the characteristics of a hero and a friend seem to be rising to the surface. Emil then crashes onto the bed and is soon awakened by Regal and Sheena, who are both ready to execute their plan.



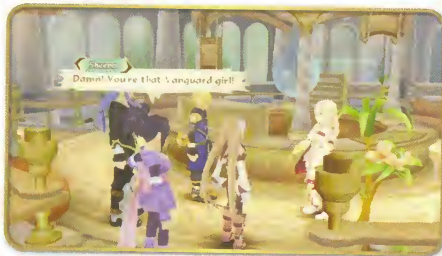
Help Marta

MARTIAL LAW

Return to the main city of Altamira to find the town has been transformed under the Vanguard's heavy fist. At the docks, the gang is able to calm Marta down and convince her that hiding would be the best plan. After Marta agrees, it's time to flee; Hawk is closing in on their location and if they stay in the docks any longer, they will surely be caught. Head back to the hotel and enter through the glass double doors.



In the lobby of the hotel, the gang discovers a very unwanted guest. Alice is in the way once again, but this time she is not looking to fight. Alice has orders to leave Marta alone, for now at least. Instead, Alice delivers an ultimatum for the gang: Deliver Marta to the Casino by morning or watch Altamira become a pile of rubble. The Vanguard has rigged bombs all around the town and they are very serious about their demands. Head to the seventh floor suite to discuss matters with Marta.



Emil and Marta try to talk through the difficult situation, but it seems that Marta has already made up her mind. She commands Tenebrae to block Emil while she goes to turn herself in and save the town of Altamira. Once Emil is free, head downstairs to the lobby and meet up with Regal and Sheena. They confirm the Vanguard's threats, and then Emil piles on the bad news with an update on the Marta situation. Emil wants to chase after Marta, but Regal argues for a more carefully considered plan of attack.



Infiltrate the Casino

LADY LUCK

On the way out of the hotel, Regal's plan begins to unfold. He reveals the ace up his sleeve in a pair of high-tech handcuffs that will help them to disable the casino's power grid. Leave the hotel and head back to the docks with the water tram. The Vanguard are protecting the area and aren't so willing to let just anyone pass by. Emil and Sheena convince the guards that Regal is their gift to the Vanguard and they willingly escort them all to the casino.



After getting off the water tram, take the elevator up and enter the casino. Alice is waiting in the lobby and is very happy to see the gang delivered to her on a silver platter. Hawkie comes to Alice's aid and has the entire gang arrested and put in a jail cell.



Rescue Marta and Save Altamira

JAILHOUSE BLUES

In the jail cell, the gang finds a familiar cellmate. Marta has also been locked up and now joins them in their sentence. However, Regal comes to the rescue and uses his special handcuffs to overload the power grid. Without power, the door to the cell is now open and the gang can make their escape. Leave the dark cell and make your way back to the casino.



The gang must find Hawkie and steal the detonator from him to save Altamira from the bomb threat. Luckily, the gang runs into him right outside the prison cell and Tenebrae is able to grab the bomb detonator without any trouble. Escaping won't be as easy as grabbing the detonator, though, as Hawk steps up to fight the gang.



Boss Battle

HAWK

Forget about the Hawk that you may have met in Asgard; this is the new and improved Vanguard vet. Hawk has 58,113 HP, plus two Vanguard goons by his side. As always, defeat the goons first and then start working on Hawk.

Once Hawk's cronies have been eliminated, the fight becomes a lot easier. Hawk is pretty much an all melee guy, but that doesn't mean that he cannot attack from a distance. Hawk's biggest strength is his incredibly speed and agility. Attacks like Approaching Storm will send Hawk flying across the battlefield, shredding anyone in his path with his razorblade talons. Get into a good rhythm of blocking and attacking while Marta heals from a distance. Despite all of Hawk's strengths, he should be no problem for Emil.



After the battle, a special visitor arrives to see what all the commotion is about. Commander Brute, Marta's father, comes down to check in on Hawk and is not happy to see the crowd that Marta has fallen in with. When Marta does not stand by her father's side, Commander Brute has no other choice, but to fight for his own daughter.



Boss Battle

COMMANDER BRUTE

Your party may be seriously injured from the fight with Hawk, but don't worry. The battle against Brute is not a true boss fight, as he will leave after taking just a small amount of damage.

Brute only uses magic, so keep attacking him to cancel his casts and he may never even get off one spell. After enough damage, Brute will back off and retreat.



After the battle, Hawk tries to redeem himself by lunging at Emil. Instead of killing Emil, Hawk jumps in front of Brute's blade and saves Emil's life by accident. Take the opportunity to escape the casino while Brute's sword is currently being weighed down by Hawk.



Head toward the entrance of the town. Alice is in the town center, ready to ruin everyone's plans once more. Luckily, a helpful little girl named Presea knocks Alice out and saves the day. With Presea's help, leave Altamira and escape the clutches of Commander Brute. Exit to the Field Map and head to Altessa's House.



Chapter 7: Reawakened Memories



Get Marta to Safety



Talk to Elder Igaguri



Head to Altamira

ALTESSA'S HOUSE

Get Marta to Safety

COTTAGE IN THE WOODS

Emil, Marta, and Presea find that getting to Altessa's house is going to be much harder than they had imagined. There is a Vanguard roadblock right in front of them and there doesn't seem to be anyway around it. Luckily, Presea is quick on her feet and comes up with a plan to get them through the checkpoint. Presea stuffs Marta into her creepy Iron Maiden and is able to fool the Vanguard into letting them all pass while Marta hides in Presea's medieval torture device.



Save at the save point and enter Altessa's house. Explore his house if you like, then enter the kitchen and talk to Altessa. Presea fills Altessa in on the situation and talks about her plans to bring Emil and Marta to the town of Mizuhu. Altessa provides his home as a sanctuary for the gang, but their safety is soon compromised as a startling noise interrupts their conversation.



Head outside to discover Magnar and his Vanguard troops right outside of Altessa's house. Presea's Iron Maiden has led Magnar to Altessa's house and he's about to conduct a search, which will certainly reveal Marta's whereabouts. Presea is not thrilled about putting Altessa and Marta's life in danger, so she goes outside to face Magnar head on. Emil and Marta are not about to let Presea face Magnar alone, so leave Altessa's home and prepare to fight the boss.



Boss Battle

MAGNAR

First, quickly eliminate his three lackeys that have tagged along. Eliminate these three Vanguard soldiers and the battle becomes a bit more manageable.

Magnar's 77,955 HP makes taking him down no small task. He is Lightning elemental, so casting Earth spells from a distance would be very wise. In fact, having casters is a great choice for this battle because Magnar is devastating up close, but not so much from afar.

Have Marta cast healing spells throughout the entire battle while an Earth monster also casts spells and Emil and Presea, an Earth elemental, attack up close. Emil must be upfront, assaulting Magnar with a barrage of attacks that will hopefully keep him away from the other casters. Some of Magnar's attacks are nearly impossible to block, so have some Apple Gels ready to give Emil a quick heal. Once the gang enters a steady rhythm of attacks and heals, it should only be a matter of time before Magnar goes down.



After Magnar is defeated, he starts to let slip the plans of the Vanguard. He tells of Commander Brute's scheme to resurrect the Sylvarant Dynasty and then decimate the Tethe'allans. Magnar figures there is no harm in telling Emil and gang because there is nothing they can do to stop the revolt; little does he know how wrong he is. When the battle is all over, leave Atessa's home and travel to Mizuho.



MIZUHO

Talk to Elder Igaguri

A NINJA GETAWAY

When the gang arrives in Mizuho, they are given orders by Orochi to visit the Elder Igaguri at his house in Mizuho. However, before visiting the Elder, Emil should stop and say hello to some old friends who have also arrived in the ninja town. Head to the center of town and meet up with Raine and Genis. Emil and Marta fill in the two on everything that has gone on, then Raine confirms the Sylvanian revolt with evidence of her own. Next, explore the town of Mizuho and enter the Elder's house in the center of the town.



WONDER CHEF

Enter the small house on the west side of town and take a close look at the stew brewing in the corner. Examine the cauldron to discover Wonder Chef hiding underneath. This time, Wonder Chef gives Emil the wonderful recipe for his delectable Pickled Vegetable.

SECRET



The entire gang talks to Igaruri about the current situation and they all agree that the Vanguard must be stopped at all costs. Raine suggests that to stop the Vanguard they must eliminate its leader. This solution



poses a problem, however, because Marta's father is their leader. Raine comforts everyone somewhat when she says that they wouldn't have to kill him, but simply remove him from leadership, resulting in the collapse of his entire army. Everyone agrees that Altamira is their next destination—everyone except Emil and Marta, that is.

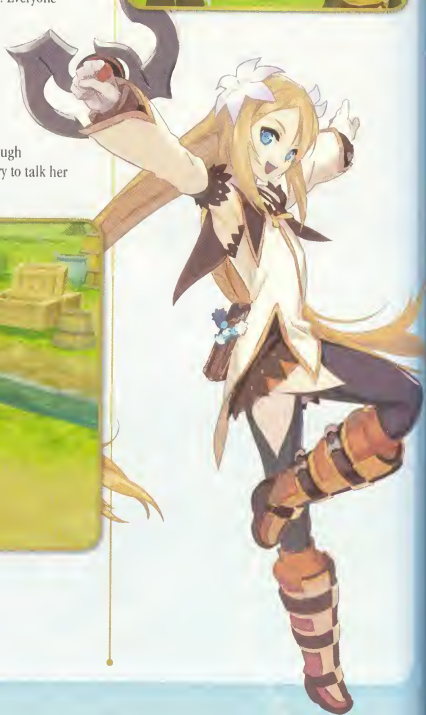
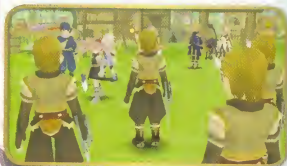
Head to the west side of town and talk to Marta, who is waiting just beyond the crops. Marta is understandably lost in the overwhelming circumstances and needs help finding the right path. Emil offers some words of advice, as well as his courage, to guide her through her troubles. Together, they decide it would be best to head to Altamira and have Marta try to talk her father out of using the Mana Cannon.



Head to Altamira

SEND IN THE REINFORCEMENTS

Return to the entrance of Mizuho and Emil discovers that the Vanguard have surrounded the town. The only way to escape is to fight through wave after wave of Vanguard advances. There are three waves of four Vanguard members each that Emil and Marta must battle. This is not a boss fight, but the fact that Emil will have to leave one battle, only to instantly enter the next, means that conservation of TP and HP is a must. Always keep your party's HP high, because even though the battle may soon be ending, there's another one just around the corner. Once all the Vanguard members have been vanquished, leave Mizuho and head to Altamira.



ALTAMIRA



Infiltrate Building Number Two



Find Commander Brute



Rescue Marta



Rescue Brute from Solum's Core



Get Commander Brute to a Doctor

Infiltrate Building Number Two

TENEBRAE THE SEDUCTRESS?

The Vanguard are currently stationed at the Lezaren Company Building Number Two and getting in there will not be as easy as walking through the front door. Presea tells the gang of a valuable secret passage under the Altamira Hotel that they can use to enter without garnering any attention. The only problem now is getting past the guards. Luckily, Tenebrae has one more trick up his sleeve—he transforms into a beautiful woman! The suddenly lovely and feminine Tenebrae strolls in front of the guards and distracts them long enough to let the rest of the gang sneak into the hotel. Once inside, enter the elevator and take it to the basement, which leads the gang to Building Number Two.

Find Commander Brute

STARTING AT THE BOTTOM

Grab the **Mystic Symbol** from the treasure chest in the center of the hallway, then enter the door to Building Number Two on the far right side of the room. Building Number Two turns out to be the perfect HQ for the Vanguard as it is filled with security measures to keep all outsiders where they belong.



ARE YOU EXPERIENCED?

Building Number Two has become the Vanguard HQ. This means that the monsters and bosses in this building are extremely tough. If Emil is struggling to survive the battles against the hall guards, later battles are going to be almost impossible. Take the opportunity to battle as many guards as you can in the halls to level up and become strong enough to take down some of the tougher guys later in the level. Hint: the final boss for Building Number Two is at level 60, with over 100,000 HP, and yes, you will have to beat him.

Head down the stairs to the left, then take an immediate right and enter the storage room. Slay the Vanguard member in the room to obtain his **Pass Card**. Use it to unlock the room in the northwest corner of the floor, then eliminate the Vanguard member in the room. After the second guard has fallen, the gang splits into two teams—a decoy and the main unit. Emil and Marta are the two members left in the main unit and it's their job to reach Brute. After everyone has left, examine the computer console and unlock all the emergency gates and leave the computer room.

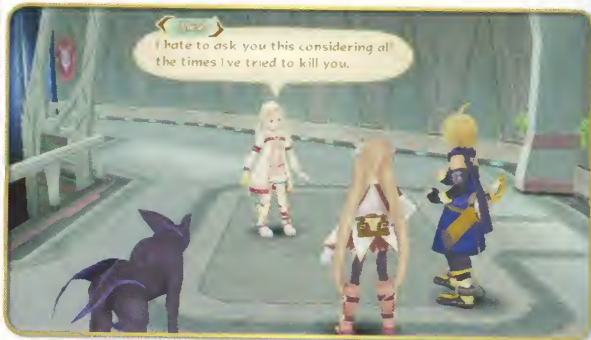


Before leaving this floor, search all the alcoves and enter every storage room to discover many hidden treasure chests. When Emil has found all he needs, head upstairs in the northeast corner and continue to the first floor of Building Number Two.



ALICE'S PLEA

Use the save point near the top of the stairs, then head down the hallway to the left. The gang runs into Alice in the middle of the hallway. Instead of her normal hostilities, she is pleading for help from Emil and Marta for her dear Decus. Turns out that Decus has lost his mind due to Solum's Core and needs serious help. Alice promises to lead Emil and Marta to Brute if they help Decus. It seems like a good idea, so Emil and Marta offer to help.



Enter the room that Alice pointed toward to find Decus in a state of madness. Alice was honest about his condition, but she was lying about wanting to help him. Alice releases a trap that captures Marta and leaves Emil to fend for himself against Decus. Luckily, some old friends arrive just in time to rescue Emil from Decus. Zelos and Colette take Emil into a safe room that does not stay safe for long. Vanguard members are close by and Emil has to fight them both off.



After the battle, Zelos, Colette, and Emil are able to talk things over. It turns out that Zelos and Colette finally caught up to Lloyd, who then ordered them to head to Altamira to help fight the Vanguard. Emil then tells Zelos and Colette about his current situation. Everyone agrees that the first thing to do is save Marta as quickly as possible.



Save Marta

MOVING ON UP

LIFE WITHOUT MARTA

Marta provided ideal support for Emil in battle. Her heals and defensive spells were top-notch. Now that she's gone, Emil must find a replacement for her in battle. Fortunately, Colette has learned many new skills and is quite the capable healer. Place her into Emil's party and you might not even notice that Marta is gone.

Collect the **Red Sage** from the treasure chest to the right, then exit the room to re-enter the main hallway of the first floor. Emil must now make it to the fourth floor to catch up to Marta. To do this, Emil must renew his Pass Card to the correct ranks to ride the two elevators—one on the left and the other on the right—all the way up to the top floor. Here's the six-step path to follow:



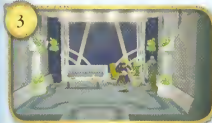
1 Enter the room adjacent to the one where Decus is being held and change the rank of Emil's Pass Card to rank D at the small computer console.



2 Leave the room and ride the elevator on the right side of the first floor all the way up to the fourth floor.

PROFITABLE DETOURS

Just because certain rooms don't contain computer consoles or bad guys that Emil has to check in on, doesn't mean they're not worth entering. Check every room and alcove on all floors to discover many lost treasures.



3 Of the two rooms in the center of the fourth floor, enter the one on the left and upgrade the Pass Card's rank to level C.



4 Return to the elevator on the right and ride it down to the second floor, then run down the hallway and change Emil's Card rank to B in the center of the hall.



5 Take the elevator on the right back down to the first floor. Run across the hallway to the elevator on the left to get to the third floor. Pop into the room in the center of the hall and say hello to the Katz Guild member and traveling tradesmen. Stock up on supplies, then change the rank of Emil's Card to level A at the console to the left of the Katz man.



Now that Emil has the rank A Pass Card, he can ride any elevator to any level. Take the time to explore each floor and find all the treasures, then head to the elevator on the left and ride it up to the fourth floor. Head down the hallway and enter the elevator at the end of the path.

IMPOSSIBLE MISSION

Emil and the gang are getting very close to Marta, so close that Tenebrae can even feel her presence on the same floor. Head down the hallway, battle the Vanguard member, and then enter the first door on the left.



Emil is now inside a library that definitely contains more than meets the eye. There are computer consoles and secret levers scattered throughout the room with four places to investigate:

- Screen on the second story
- Between the two computer consoles
- Red console
- East wall

After checking out all of these places, Sheena drops down from the ceiling and shows everyone the passageway through the vents.



Walk a straight line through vents and investigate the grate in the alcove at the end of the path. The gang peers through the grate and discovers Marta is below, begging her father to stop what he's doing. Sadly, Marta's pleas fall on deaf ears and her father leaves the room to attend to his nefarious affairs.



Leave this grate behind and continue all the way to the end of the winding path, then climb down the second grate to enter a new hallway. Use the save point, then enter the door just a few steps down the hall. There's a Vanguard member guarding the room, but he should be no problem for a seasoned vet like Emil.



Emil comes to Marta's rescue and frees her from her bonds. Once Marta is free, everyone discusses the best plan of action to stop Brute. Everyone agrees that the only way to end his bloodlust is to free him of Solum's Core, and then maybe he will return to his senses. Grab the **Mythril Sword** from the treasure chest in the upper-left corner of the room and re-enter the hallway and prepare to face Commander Brute.



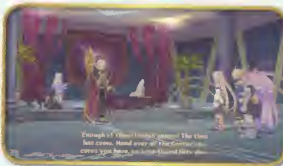
REALLY, ARE YOU EXPERIENCED?

Commander Brute is ahead and, as you may have guessed, he is probably not going to just hand over the core without a fight. What's worse is that there are still more surprises after Brute that will truly test Emil's battle skills. Make sure to save at the save point in the hallway and be prepared to fight what's coming. If Emil and Marta are above level 50, the next fight should be doable, but still very tough. If you're low on Life Bottles and Gels, return to the traveling tradesmen on the third floor to stock up. Otherwise, head on up the stairs to face Brute. Godspeed, soldier!

Rescue Brute from Solum's Core

DADDY ISSUES

Head down the hallway to the right and Emil runs into Raine, Genis, and Presea. All the teams have survived their ordeals and now it's time to face Commander Brute. Save one last time at the save point to the left before going upstairs to face Brute.



To no one's surprise, Commander Brute is not especially happy to see his daughter so soon. Marta tries to talk her father out of his evil ways, but there is no stopping his madness. Brute decides to reveal his secret once he feels threatened by Emil and Marta's presence. He brings up Regal, wounded and shackled. Commander Brute is demanding that Marta hand over her Centurion cores or else he will kill Regal. Before things get out of hand, Lloyd magically appears and rescues Regal from his bonds. Lloyd helps Regal escape and Emil is left to take on Brute.

Boss Battle

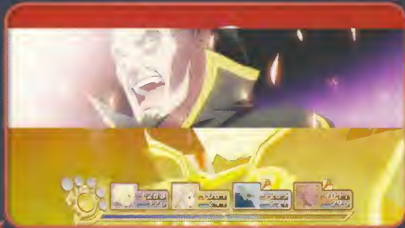
COMMANDER BRUTE

Commander Brute is a tough, Earth elemental mage. The best strategy for this battle is to keep the pressure on him at all times. Nearly all of his attacks are spells, so if Emil or another teammate can cancel his casts with a melee strike, this will make the battle much easier.

Have Marta heal from the sidelines the entire time and keep Emil right by Brute's side. Use Artes, such as Savage Reaper, to break Brute's spells, then keep on attacking from behind. If it looks like Brute is about to successfully pull off a spell, get out of the way as soon as possible. Most of his spells are directional, which means that if Emil can get behind Brute, he should be safe from the blast. If Emil does get hit, though, think about using a Gel to heal him instead of waiting for Marta's slower heals.

Keep dodging Brute's powerful spells, then continue to hack and slash at him from behind. Once Brute's health drops beneath a third of his total HP, he starts to bring out the big spells. Brute uses his Mystic Arte, Ragnarok, to inflict serious damage on all team members. Brute uses Ragnarok without warning, so there is no dodging it. Just know that Ragnarok is coming and that it will reduce most party members' HP to 1. When this happens, heal Emil and Marta as quickly as possible, then pass on heals and gels to other party members.

It is not likely that Brute will cast Ragnarok again, but it is still wise to be prepared for it. Continue to chip away at his health and dodge his Dark magic spells. Eventually, the Commander will fall.



After the battle, Commander Brute is seriously injured, but still alive. Tenebrae grabs Solum's Core and Raine begins to heal Brute's wounds. Marta hatches Solum's Core and her father slowly regains consciousness. Brute reveals how the core was manipulating him and that Richter was behind it. Brute is finally free of Solum's reign, but his condition is only getting worse. Emil and Marta must get him to a hospital or else he may never live to see tomorrow.



Get Commander Brute to a Doctor

TROUBLES AHEAD

Leave Brute's office, save at the save point, and then ride the elevator at the end of the hall down to the lobby of Building Number Two. In the lobby, Emil finds Richter and Lloyd battling for their lives. The fight is not going well for Lloyd and things are beginning to look very grim. Emil steps in and begs for Richter to explain his actions. Richter does not say much, only that he has made up his mind and he is ready to kill Emil.

Boss Battle

RICHTER

Fighting against Richter makes fighting Brute seem like battling a level 1 chirpee. Richter is insanely tough and it is going to take everything in Emil's arsenal to bring him down.

Richter is a world-class swordsman, as well as an expert mage. This means that no one is safe from his attacks wherever they may be on the battlefield. Richter moves extremely fast and has attacks that will temporarily knock out most party members.

Have Emil attack Richter relentlessly. If it looks like he's about to use a spell, use an Arte to try to break his cast. Have Marta constantly heal and use gels often. Try to keep all party members HP near the max; because once party members start dying, it becomes extremely difficult to juggle Life Bottles while simultaneously trying to fend off Richter.

Richter does not wait until his health is low to start using Mystic Artes. Always be ready for Richter's Towering Inferno, which happens multiple times. It will devastate your team. Immediately work on bringing everyone's health back to its max, then continue fighting Richter. Do not worry about item conservation. Use all the gels and Life Bottles you can to survive this fight. If you have the gels to boost Emil's TP, use some Mystic Artes of your own to keep on chipping away at Richter's health. Keep everyone alive long enough and eventually Richter succumbs to his wounds.



After the battle, the truth begins to come out. In a flashback, Emil discovers the truth behind Aster, Richter, and Ratatosk. In a fight to save the world, Aster was killed and then reborn as Ratatosk. The truth is hard to believe, but Emil is Ratatosk.



Chapter 8: Eternal Bond



Check In on Commander Brute



Attend the Meeting at the Rooftop Gardens



Head to the World Tree



Talk to the Summon Spirit of the Heart



Say Goodbye

ALTAMIRA

Check In on Commander Brute

RESTLESS DREAMS

Emil wakes up in the Altamira Hotel after a series of frightening dreams. Bit by bit, the pieces of Emil's past are starting to fall into place. His connection to Richter and his true identity are becoming clearer, but there are still so many questions to be answered. Leave the hotel room with Tenebrae and talk to

Marta by the elevator.

Marta wants Emil to come along to visit her injured father. Take the elevator to Brute's room to check in on the old Commander.



EMPTY POCKETS?

Fighting both Richter and Brute might have put a serious strain on Emil's supplies, so go to the second floor lounge of the hotel to restock all of Emil's missing gels and Life Bottles. Emil is reaching the end of his journey, so loosen those purse strings and buy as many recovery and healing items as you can.



Enter Commander Brute's room and talk to the wounded man, who is currently resting in his bed. Brute thanks Emil for saving his daughter and tries to apologize for his evil acts. Commander Brute has one last request for Emil. Brute wants him to stop Richter from carrying out his plans. Emil was able to best Brute while he was under Solum's power, so he figures that Emil is the only one strong enough to challenge Richter. After the conversation, Emil and Marta run into Presea, who has very important news for them. Regal and the rest of the gang know where Richter went and they're waiting at the Sky Terrace of the Lezarenio Headquarters.



Attend the Meeting at the Rooftop Gardens

CHARTING THE COURSE

Leave the Altamira Hotel and return to the Lezareno Headquarters. Ride the elevator up to the Sky Terrace to meet up with the rest of the gang. Regal reveals that Richter has fled to the Otherworldly Gate where the Ginnungagap is located. It seems that Richter is looking to travel to the Demonic Realm to solicit the aid of demons. Before everyone chases after Richter, Lloyd would like to take Emil to a place where they can shed some light on his identity crisis. Head to the World Tree, located at the Tower of Salvation, to learn more about Emil's past.



TOWER OF SALVATION

Head to the World Tree

THE TREE OF KNOWLEDGE

Lloyd and a special guest are waiting at the Tree for Emil and the rest of the gang. At Lloyd's side is Yuan, the guardian of the World Tree. Emil may recognize him from their first meeting in Asgard. Together, with Lloyd and Yuan, Emil is able to confront the truth behind his identity. Armed with this knowledge, he has to find a way to combine his personality with Ratatosk's. To



do that, he must seek the aid of the Summon Spirit of the Heart. With the help of the Rheards that Yuan just gave Emil, exit to the World Map and head to the Martel Temple where the Summon Spirit of Heart awaits.

THE WORLD CAN WAIT

Now that Emil has Lloyd's Rheards, he can travel to any previously visited area, as well as some new ones. Emil has some serious challenges laid out before him, so some rest and relaxation might be just what the doctor ordered. Why not visit the Communion Springs to wind down?



WONDER CHEF

Near the entrance to the Communion Springs is a small tent. Head to the entrance of the Spring's building and turn left just before the door to travel on a new path. Head past the trees and examine the tent to discover Wonder Chef. This time, Wonder Chef has a scrumptious recipe for Fried Rice.



SECRET





MARTEL TEMPLE

Talk to the Summon Spirit of the Heart

CHECKIN' IN ON OLD DIRK

Head up the stairs of the Martel Temple and talk to Dirk. He's happy to see his son, but realizes it's not the best time for long reunions. Dirk lets the gang into the temple and then continues his long stay of guarding the grounds. Enter the temple and take the path to the right. From inside the temple, take the stairs down to the secret lower level.



A DEADLY BOARD GAME

Descend the steep stairwell and battle the golem at the bottom. After defeating the beast, notice how its corpse transforms into a large colored cube that can then be pushed into colored holes along the large glass puzzle. Take the green cube and push it through the green hole at the top of the floor. Defeat the other golem on the glass puzzle and then push his blue cube through the blue hole between the rightmost columns.



Slay a third golem on the puzzle board and push its red cube through the hole in the middle of the board. Proceed down the stairs and push the red cube north to create a bridge that takes Emil further into the temple.



PROFITABLE STEPPING STONES

After creating the bridge to the northern stairwell, return to the puzzle board and create more blocks. Dropping them through the center row creates bridges to the east and west stairs, and allows you to collect prizes from the four treasure chests split between the two corners.



SECRET

Climb the north stairway and eliminate the crusader blocking Emil's path. Approach the pedestal beyond where the crusader used to be and examine it. Emil does something right because after he examines the pedestal, he can feel the seal of the temple weaken. Before heading back to check on the seal, take the west stairs up from the puzzle board and grab the **Special Gel** at the end of the hallway. After that, return to the puzzle board and then head back to the central hub of the Martel Temple.



THE INNER SANCTUM

From the central hub, proceed north toward where the powerful seal used to be. After Marta gives a heartfelt speech, step onto the glowing platform and warp to another part of the temple. From the smaller platform, jump onto the larger glowing platform and warp to the final chamber of the temple. The path before Emil leads straight toward the Summon Spirit of the Heart. Grab the **All-Divide** from the treasure chest halfway down the hallway, and then continue to fight your way to the Summon Spirit.



Approach the altar and Verius the Summon Spirit appears. He can sense Emil's pain and is able to offer much insight into his inner turmoil. After hearing what Verius has to say, Emil suffers a severe breakdown of his psyche as he can feel the gates of Ginnungagap open. Once Emil is back on his feet, return to the temple entrance and head outside.



Dirk is currently fighting off hordes of the damned, who are ambushing the temple. Run to his aid and help slay the two monsters in the courtyard. Due to the Ginnungagap's opening, monsters are flooding into the world and wreaking havoc. Emil and the gang need to stop Richter as soon as possible, but before they head to Ginnungagap, they must all say goodbyes to their loved ones.



LUIN

Say Goodbye

HOMESICK

Return to Luin and have Emil say goodbye to his foster parents. After bidding farewell, head to the town's plaza to visit "Lloyd the Great." Once Emil has done everything he set out to, return to Altamira to reunite with the gang, then proceed to the Otherworldly Gate to begin the final journey.



THE BEGINNING OF THE END

The trip to the Otherworldly Gate marks the beginning of the end of Emil's incredible quest. If there are any dungeons, quests, or villages you would still like to explore, it would be wise to visit those places before the Otherworldly Gate.

OTHERWORLDLY GATE



Travel to Ginnungagap



Find Richter



Save the Gang from Ratasok's Trap



Stop Richter

Travel to Ginnungagap

ONE-WAY TICKET

The gang has finally arrived at the gateway to the Demonic Realm. Once activated, the Otherworldly Gate can transport everyone to Ginnungagap and bring them one step closer to Richter. Carefully consider whether or not you're ready for this. Emil can return from Ginnungagap to the regular world, but it's not easy. If everyone is prepared to fight the demons that await, say "Yes" to Tenebrae's inquiry and brace yourself for the unexpected.



GINNUNGAGAP

Find Richter

THE DOWNWARD SPIRAL

Follow the downward spiral to the bottom platform. Emil encounters unavoidable enemies that walk up and down the winding path. Slay all of these foes. If they present any difficulty whatsoever, Emil should probably return to previous Temples to level up. As the path diverges, take the lower road and grab the **Blood Lust** breastplate from the treasure chest. Continue all the way down to the bottom and save at the save point. Examine the unknown platform beside the save point—it's an elevator! Ride it down to a lower level.



The elevator comes to grinding halt at the next level and the gang learns of a mysterious seal that is blocking their progress. Emil must find and break it to continue his pursuit of Richter. Leave the platform and explore the outer ring of this floor. At each of the roots, there is a monster guarding it. Defeat the monster and then use the Sorcerer's Ring to break the seal on the root. A monster will appear on the elevator for every seal broken. Once all four seals are broken, attempt to ride the elevator. Defeat the monsters to take the elevator down and repeat the process.



ONE LESS MONSTER TO FIGHT



The two floors with seals are home to an entire zoo's worth of monsters. If Emil likes, he may skip some battles by using the Sorcerer's Ring on the roots from a distance. Doing this also eliminates the monsters that guard them.

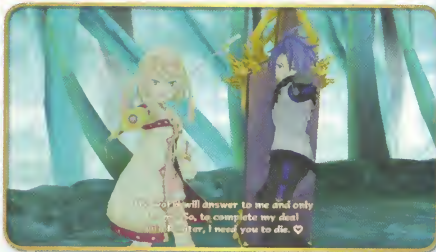
Once the gang reaches the bottom level, strange things start to happen. Everyone except Emil and Marta starts disappearing. Lord Ratatosk has set a trap for outsiders and the rest of the gang is imprisoned somewhere in Ginnungagap. Since Lord Ratatosk set up the trap, theoretically, Emil should be able to save them.



Save the Gang from Ratatosk's Trap

RATATOSK'S DEVICES

Add the strongest available monsters to your party and proceed down the path, further into Ginnungagap. Emil and Marta run into Decus and Alice after descending the eerie spiral path. Alice is not too happy to see Marta alive and well, and immediately goes on the offensive. Like the little lap dog he is, Decus willingly follows her into the fight.



Boss Battle

ALICE & DECUS

Alice and Decus are a nearly unstoppable dynamic duo. Alice is a devastating spell caster, while Decus is a terrifying master swordsman. If the battle against these two is not handled with extreme caution, it will spell a rather quick demise for Emil and Marta.

The first objective of this battle is to eliminate Alice as quickly as possible. Her attacks are not nearly as wild and unruly as Decus's, so they should be easier to dodge while Emil hacks away at her. The main attacks from Alice are her Skillful Fingers and A Season in Hell attacks. Both of these have the potential to kill Emil on the spot. Always try to stay behind Alice and use high-level Artes to interrupt her spells. When the Unison Attack gauge is full, utilize Emil's Mystic Artes to inflict heavy damage on Alice. Once she has lost half of her HP, she will most likely resort to her own Mystic Artes. Alice's Mystic Arte Fimbulvetr packs a punch just like all others of this variety. There's little in skill that will allow Emil to dodge it, so be prepared and pass out the Lemon Gels in the aftermath, then regroup and continue to pummel Alice until she is defeated.

Defeating Alice is a noble accomplishment, but it's only half the battle. Begin focusing all attacks on Decus and continue to have Marta keep the team afloat. When fighting Decus, it's going to come down to timing and effective dodging. Decus is almost all melee, so be careful whenever a party member is close to him. Have Emil constantly attacking and using Mystic Artes whenever he can. If Emil gets seriously injured, run to the outer limits of the battleground and heal with a Lemon Gel. Decus will also use his Mystic Artes, but this is nothing that the gang hasn't seen before. Counter with Lemon Gels and heals and keep on hacking away at Decus until he succumbs to the blows.

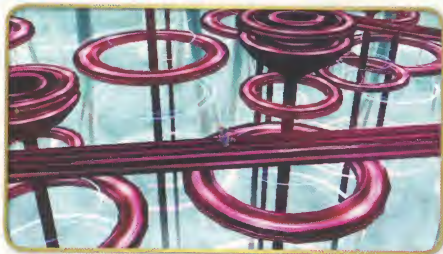


After the battle, things start to get very dramatic. Alice doesn't give up the fight against Marta and begins to attack her. Emil jumps into save the day, but things go south quickly. Decus catches a blade swipe that was meant for Alice. Trying to avenge Decus, Alice attacks Emil only to be felled by Marta. Together, Alice and Decus slip into sweet oblivion. After everything is said and done, grab the **Red Lavender** from the treasure chest in the north corner, then cross the bridge to the left of Emil.



TESTING THE LIMITS

This next area consists of high wire discs connected by monster filled catwalks. Fight through the beasts along the catwalk and have Emil make his way toward the first fork in the road. Follow the catwalk to the right where four treasure chests are hidden along the path. Ultimately, however, this path ends in a dead-end. Return to the fork in the road and continue along the path to the south. Search the alcoves for a treasure chest and a save point, then proceed toward the frozen statues that hold Emil's old teammates.



Stop Richter

AQUA'S LAST STAND

Once Emil frees his teams from the trap that his former self had set, continue down the path toward the Gates of the Ginnungagap. At the end, Aqua appears to set up another road block for Emil. Tenebrae tries to talk her out of her evil ways, but Aqua won't listen. Instead, she unleashes Ladon, a terrifying Hydra, to stop Emil dead in his tracks.

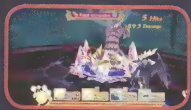


Boss Battle

LADON

After battling Alice and Decus, Ladon should seem like a walk in the park. This three-headed Hydra is equal parts magic and melee mixed into a large, scaly death dealer. The most annoying part of this battle is the Ladon's constant need to teleport, which means excessive running for Emil.

Have two party members work with Emil to constantly attack Ladon from every angle imaginable. This should keep the creature from casting any drastic spells or pulling off any devastating combos. If Ladon is able to inflict serious damage to the team, simply have Marta heal or Emil toss up a couple of Gels. Once Ladon's HP is getting low, use Emil's Mystic Arte to end the battle once and for all.



THE LONG ROAD HOME

Ladon was the final barrier between Emil and Richter—the final boss battle. For this fight, Emil should bring a healthy supply of gels and Life Bottles. If he's low on these supplies, save at the save point ahead, then head all the way back to the Otherworldly Gate and travel to a town that sells them. It's a long way, but those gels may be the difference between victory and defeat later on.

Enter the gateway up ahead and save at the save point, then follow the path and enter Lord Ratatosk's domain. Richter waits inside. When Emil tries to talk him out of his madness, it's clear that there is no chance of saving him. Emil and the gang must fight Richter to stop him.



Boss Battle

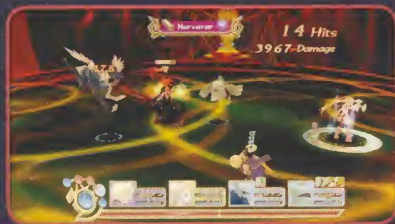
RICHTER

This is it... The final battle. Richter has come this far and, as far as he knows, nothing can stop him now. Although this is the second true battle against Richter and many things have stayed the same, Richter also has some new tricks up his sleeve. Emil, however, has also changed. This time he has brought a small army with him, from which he may select some allies. A great team to fight Richter would be Lloyd, Marta, Colette, and Emil. Have Lloyd and Emil constantly attacking while Colette and Marta offer up much needed heals and support spells.

In battle, Richter still employs a mixed bag of swordplay and magic. This time, however, his magic is greatly enforced by the demonic realm, making him a much stronger villain. Like Ladon, Richter will teleport all over the place, instantly dodging most attacks. Teleportation is the least of Emil's worries in this fight, though. Richter has a series of devastating magic and melee attacks that can leave any party member dead in an instant. To counter this, have plenty of Lemon Gels and Life Bottles, and use them constantly.

Richter's most damaging move is actually neither an attack nor a spell. When Richter ignites, flames constantly surround his body. Do not attack with Emil or any other players when the boss is in this fiery state. Instead, use the opportunity to heal all party members, then attack Richter from a safe distance with spells. Once Richter is back to normal, resume the assault.

Attack Richter from behind with a constant barrage of combos, followed by Artes. When Emil's TP is gone, use a gel to replenish it, then continue using high-end Artes. Build up the team's Unison Attack gauge and have Emil use his Mystic Artes. When Richter's health gets low, he starts using his own Mystic Arte, Lord of Flames. This won't kill anyone, but will probably leave most with 1 HP. As always, replenish all HP immediately and continue the assault. If Emil can avoid Richter's deadly sword attacks by running around him and then countering with attacks of his own, the battle will be won.



THE ULTIMATE SACRIFICE

Once Richter has been defeated, it's time for Emil to face his greatest challenge. Lloyd and Marta begin to attack Emil in an effort to free him from his bonds as Lord Ratatosk. Let Lloyd and Marta defeat Emil, then wait for a new battle between Emil and Ratatosk to begin. Ratatosk is has the same skills and HP as Emil, so he shouldn't be too great of a challenge, as long as Emil has a couple gels on hand. Defeat Ratatosk to free Emil from his shackles, then sit back and watch the final movie play. Congratulations!

RATATOSK'S REBELLION

To witness the "bad" ending, defeat Lloyd and Marta instead of letting them defeat Emil.



ARTES

The properties of some of Emil's Base Artes vary based on the skills he has set. For these eight artes, the damage he deals is influenced by the number of allied monsters in his party and in the Katz Guild. For every one monster with the same element as the Base Arte, the damage dealt goes up by 1%. There are eight skills that fall under these rules, and all can be acquired only by proceeding through the game's story.

Skill Affected Base Artes

Name	Acquired	Arte Affected
Venus	After defeating Wind Master Prime and Aze Beak x2 in the Underground Ruins.	Phoenix Rush
Ignis	After defeating Bartek and Jabber x3 in the Frier Ruins.**	Havoc Strike
Tenebrae	Hatch Tenebrae's core with Marta in the Temple of Darkness.	Demon Fang
Glacies	Seres returns Glacies' Core after returning from Cape Fortress. Marta hatches the core when entering the Temple of Earth.	Blade Fury
Tonitrus	After defeating Corduroy and Were Bat x5 in the Temple of Lightning**	Ravaging Tiger
Solum	Defeat Commander Brute in the Lazareno Building Number Two.	Fiend Fusion
Lumen	Acquired from Lloyd in front of the Martel Temple after talking to Veritas.	Savage Reaper
Aqua	After defeating Landon at the Ginnungagap.	Raining Fangs

**Learn in Chapter 8 if Lloyd steals the Core.

Artes List

Emil Castagnier



Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Demon Fang	5		1.2	2	
Description						
Gives the sword a wide swing to release a shockwave. The shockwave has a long range to attack enemies in the distance.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Havoc Strike	5		2	1	Y
Description						
Makes a small jump straight up, then descends in a diagonal kick.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Ravaging Tiger	5		1.5	3	Y
Description						
Tosses the enemy up into the air, then back down. This move is executed quickly and is recommended for counterattacks.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Savage Reaper	5		1.8	2	Y
Description						
Strokes forward after swinging the sword. Has a long reach due to the fact you're moving forward as you attack.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Dark Radiance	16		2.2	5	
Description						
Throws the enemy up into the air, then back down, unleashing a force wave on impact.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Phoenix Rush	9		2.3	2	
Description						
Execute a sideways jump and strike the enemy twice while you have him in the air. Has a long reach straight and forward.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Duel Death	20		2	5	
Description						
Execute a forward strike with the sword, then unleash two force waves. You'll only be able to hit with all strikes if the enemy is within close range.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Blade Fury	10		1.4	4	Y
Description						
Slashes forward with three consecutive strikes, then makes a single downward slash straight and forward. The first three hits have a large side-to-side field of influence.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Converging Fury	23		2.8	6	
Description						
Slides forward four times, then continues swinging the sword while progressing forward a long way. There are two hits in the forward progression, and they both do very high damage.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Fiend Fusion	7				
Description						
Increases your own movement speed for 45 seconds. While activating, the skill, you're unaffected by enemy attacks.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Auto Item					
Description						
Automatically use an item when an ally is in trouble.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Heavenly Tempest	20		4.5	6	
Description						
Makes a diagonal jump forward, then spins at high speed while in the air to cut down enemies. The second half of this attack moves even faster, dealing more damage in the process.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Raining Fangs	16		2.48	4	
Description						
Jump straight up in the air, then unleash a cascade of force wave hits diagonally downward.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Raging Heaven	22		2.7	5	
Description						
Slice the enemy high up into the air while executing a persistent series of slashes on them. When the attacks are finished, the enemy is quite far away, making counter-attack difficult.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Swallow Fury	20		3.5	5	
Description						
A straightforward piercing strike, which, if it connects, continues a series of slashes to send the enemy into the air. The final blow comes when they come crashing back to earth.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Roaring Tiger	24		4.78	8	Y
Description						
A piercing strike, which, if connects, continues a series of slashes to send the enemy into the air. The final force wave increases the hit count by a large amount.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Light Spear Cannon	20		3	5	Y
Description						
Jump forward while slashing wildly to send the enemy into the air, then pursue to unleash a continuous series of strikes.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Raging Thrust	18		3.1	3	
Description						
Proceed forward with a series of piercing strikes. If the first strike connects at short range, you can get around behind the enemy to finish the attack.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Sword Rain: Alpha	20		3.2	9	Y
Description						
Slides the enemy, then follows up with seven piercing strikes and a final slash. The damage dealt by the first and final attacks is very high.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Demon's Rage	21		3.6	4	
Description						
After two slashes, execute a kick along with a series of force waves. This attack is hard to hit small form enemies.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Quake Assault	30		13	7	Y
Description						
Unleashes a force wave after slicing through the enemy.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Ventus Phoenix Rush	9	Wind 1	4.45	4	-
Description	Move and spin vertically to slash the enemy with wind.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Ignis Havoc Strike	5	Fire 1	3	-	-
Description	Leap forward to perform a kick surrounded by fire.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Tenabrac Demon Fang	5	Dark 1	2.3	3	-
Description	Surround yourself with a shockwave infused with darkness.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Glacies Blade Fury	10	Ice 1	2.4	5	Y
Description	Perform numerous attacks to shred the enemy with ice.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Tonitrus Ravaging Tiger	5	Lightning 1	3.5	5	Y
Description	Two part upward and downward slash accompanied by a bolt of lightning. Base arte can be connected from a regular attack.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Solum Fiend Fusion	7	Earth 1	4	4	-
Description	Awaken the power of the beast within while calling upon the earth. Increases own stats.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Lumen Savage Reaper	5	Light 1	3.8	4	Y
Description	Slash upwards with light, then thrust.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Aqua Raining Fangs	-	Water 1	4	4	-
Description	Jump and unleash a force wave surrounded by water.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Unison	Devil's Maw	-	Dark 0	6.5	10	-
Description	After jumping high into the air, you strike the ground with your blade to unleash a force wave. The force wave unleashes a series of hits.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Unison	Ars Nova	-	-	24	18	-
Description	Emil and Marta cooperate to attack. Can be used if you meet certain conditions.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Mystic	Devil's Hellfire	50	Dark 0	30	22	-
Description	Dash at the enemy, then unleash a blinding fury of strikes when you get close. Next, slam the sword against the ground to unleash force waves.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Mystic	Ain Soph Aur	100	Light 0	6	-	-
Description	An attack that follows up Devil's Hellfire if you meet certain conditions.					

Marta Lualdi



Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (Med)	First Aid (Prep Time: 4 seconds)	6	Water 1	-	-	-
Description	Light envelops an ally to restore 30% of their max HP.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Crescent Dance	5	-	1.8	2	Y
Description	Jump directly forward to encase surrounding enemies in a veil of slashes.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Dancing Swallow	7	-	1.6	4	Y
Description	Follow up three slashes with a kick upwards. Can attack in almost all directions.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Status (Med)	Barrier (Prep Time: 6 seconds)	8	Earth 1	-	-	-
Description	Increases one ally's P DEF by 30% for 90 seconds.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Swallow Waltz	8	-	2.55	3	Y
Description	Swing your weapon in an attack, then strike forward with energy collected in your hand.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (Med)	Recover (Prep Time: 6 seconds)	12	Water 1	-	-	-
Description	Cures one ally of physical ailments. Recommend for use against the dangerous [ethereal] physical ailment.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (Novel)	Charge (Prep Time: 4 seconds)	24	Thunder 1	-	-	-
Description	Restores 15 TP to one ally. Can also be used to change the element type.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (Med)	Heal (Prep Time: 6 seconds)	20	Water 1	-	-	-
Description	Heal one ally to 60% of maximum. The preparation time is fairly long, however. Make sure to use it in advance.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Roaring Phoenix	9	-	2	4	-
Description	Move forward a great distance while attacking and steal items from the enemies you hit.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Tempest Swallow	12	-	2.8	6	-
Description	Swing your weapon in an attack, then strike forward with energy collected in your hand.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (High)	Resurrection (Prep Time: 8 seconds)	64	Light 2	-	-	-
Description	Raises a KO'd ally and restores them to 30% HP. If they aren't KO'd, restores their HP fully.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Auto Item	-	-	-	-	-
Description	Automatically use an item when an ally is in trouble.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Steel	10	-	-	-	-
Description	Increases your own DEF by 30% for 45 seconds.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Light (Med)	Photon (Prep Time: 6 seconds)	34	Light 1	5.6	8	-
Description	Shoot a photon of light into the enemy's head, then causes it to explode.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Radiant Gale	14	-	3.2	2	Y
Description	Send the enemy into the air and then pursue them. This attack knocks the enemy down, making it difficult for them to counter attack.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Status (Med)	Enhance Cast (Prep Time: 6 seconds)	15	Ice 1	-	-	-
Description	Temporarily increases an ally's ATK.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (Novel)	Dispel (Prep Time: 4 seconds)	16	Earth 1	-	-	-
Description	Dispel's an ally's magical ailment.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Light (High)	Prism Sword (Prep Time: 8 seconds)	50	Light 2	7.4	18	
Description						
Drop: a sword of light and then rain down light on the battlefield to deal damage to a wide area.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Magic (High)	Cure (Prep Time: 8 seconds)	48	Water 2	-	-	-
Description						
Restore one ally's HP to full. The prep time is long, however. Using it in an emergency is not recommended.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Remnant Strike	16	-	3.6	3	-
Description						
Slide into the enemy to throw them into the air, then pursue them to fire energy projectiles into them.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Magic (High)	Divine Saber (Prep Time: 8 seconds)	52	Light 2	9.4	13	
Description						
Causes a magical circle to appear at the enemy's feet, then rains lightning down on them to deal damage.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Magic (High)	Revive (Prep Time: 8 seconds)	96	Light 2	-	-	-
Description						
Automatically resurrects after KO. Targets one ally.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Unison	Divine Saber	-	-	8.8	12	-
Description						
Causes a magical circle to appear at the enemy's feet, then rains lightning down on them to deal damage.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Unison	Ars Nova	-	-	24	18	-
Description						
Activates if you meet certain conditions. An attack along with Emil.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Mystic	Radiant Roar	50	-	25	1	-
Description						
Restore all allies' HP by 50% of max, and deal damage to all enemies.						

Richter Abend						
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Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Mortal Spring	8	Wind 0	2	2	-
Description						
Use cross slashes with the sword and ax to drive enemies back quickly. It affects a wide range on either side.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Enduring Summer	18	Fire 0	3	3	-
Description						
Send the enemy into the air and then shoot flames after them, sending them crashing to earth.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Mortal Summer	8	Water 1	-	-	-
Description						
Slide down with the ax and shoot out flames. It sends enemies if hits high up into the air.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Water (Haze)	Aqua Edge (Prep Time: 4 seconds)	6	Water 1	2.4	3	-
Description						
Summon three lumps of water, and fire them at the enemy. The lumps pierce through the enemy when they connect.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Water (Power)	First Aid (Prep Time: 4 seconds)	8	Water 1	-	-	-
Description						
Restore one ally's HP to 30% of max. Takes some time to prepare, so items may be preferable if you need quick healing.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Water (Mid)	Splash (Prep Time: 6 seconds)	22	Water 1	3.6	6	-
Description						
Send water at the enemy's head, which comes down on them in the shape of a dragon. The effect field is wider than it looks.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Darkness (Mid)	Negative Gate (Prep Time: 6 seconds)	32	Dark 1	4.2	7	-
Description						
Create a magical vacuum under the target's feet to draw surrounding enemies in and deal damage to them.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Water (Mid)	Heal (Prep Time: 6 seconds)	20	Water 1	-	-	-
Description						
Restore one ally's HP to 60% of max. It takes longer to cast than First Aid, so make sure to use it in advance.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Enduring Spring	23	Earth 0	3	4	-
Description						
Strike the ax against the ground to unleash a force wave, then attack in a flurry of fierce slash hits.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Mortal Equinox	12	Dark 0	2	3	-
Description						
Send the enemy into the air with the ax, then pursue them by swinging the sword.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Magic	Tidal Wave (Prep Time: 8 seconds)	60	Water 1	6.4	16	-
Description						
Summon a pool of water at the center of the battlefield to attack a pretty wide area. Only enemies at the center of the battlefield will receive the full hits.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Magic	Blessed Drops (Prep Time: 6 seconds)	49	Water 2	9.1	7	-
Description						
Drop: masses of water down at the enemy's feet. The bubbles that appear burst to do damage to the enemy.						

Colette Brunel						
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Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Pow Hammer	8	-	1.6	1	Y
Description						
Throw a hammer in an arc in front of you with medium range. It's normally red, but occasionally you'll throw a yellow hammer that deals double damage.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Item Thief	10	-	2	1	Y
Description						
Slide forward on the ground to deal damage to the enemy. Steal items from enemies that you hit with the attack.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Ray Thrust	5	-	1.3	1	Y
Description						
Throw a chakram straight forward. The range is extremely long, and pierces through enemies 4 hits.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Pow Pow Hammer	15	-	2.4	4	Y
Description						
Throw four hammers in an arc strike forward. Unlike Pow Hammer, this attack never uses yellow hammers.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Ring Whirlwind	11	-	2.1	3	Y
Description						
Spin in a circle while holding chakrams in both hands. The reach is not very long, but it attacks in all directions.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Grand Chariot	24	-	3.2	3	Y
Description						
Throw two chakrams in a cross formation to pierce through enemies they hit, while also shooting lightning forward.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Auto Item	-	-	-	-	-
Description						
Automatically use an item when an ally is in trouble.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Angel Skill	Holy Song (Prep Time: 2 seconds)	35	Light 2	-	-	-
Description						
Restore all allies' HP by 15%, and increases their PAIK and P DEF by 30% for 45 seconds.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Angel Skill	Judgement (Prep Time: 6 seconds)	40	Light 2	9	1	-
Description						
Activate nine pillars of light on the battlefield unrelated to enemy location. Whether or not you hit depends on luck, but it's a very powerful attack.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Triple Ray Thrust	22	-	3.6	3	Y
Description						
Thrust three chakrams forward simultaneously to pierce through enemies. The attack's range is extremely long.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Whirlwind Rush	22	-	3.09	6	Y
Description						
Swing a large number of chakrams straight forward, and attacks while rotating.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Angel Skill	Grand Cross (Prep Time: 9.2 Seconds)	62	Light 2	8.4	7	-
Description						
A holy light appears at the enemy's feet, sending them high up into the air while dealing damage the whole time.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Stardust Cross	30	-	3.2	8	-
Description						
Send a ball of stardust diagonally up and forward, which shatters into countless shards to attack enemies.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Unison	Holy Song	-	-	-	-	-
Description						
Restore all allies' HP by 15% of max, and increase their physical attack and defense by 30% for 45 seconds.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Mystic	Holy Judgment	50	Light 0	30	5	-
Description						
A magically influenced attack on all enemies. In addition, it restores HP of all allies by 15%, and increases their physical attack and defense by 30% for 45 seconds.						

Raine Sage

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (Novice)	First Aid (Prep Time: 4 seconds)	8	Water 1	-	-	-
Description						
Restore one ally's HP by 30% of max. It requires some prep time, so you'll want to prepare it in advance.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (Novice)	Dispel (Prep Time: 4 seconds)	16	Earth 1	-	-	-
Description						
Remove negative magical ailments from one ally. Does not remove positive magical ailments.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (Novice)	Charge (Prep Time: 4 seconds)	24	Lightning 1	-	-	-
Description						
Restore 15TP to one ally.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (Mid)	Recover (Prep Time: 6 seconds)	12	Water 1	-	-	-
Description						
Cures one ally of physical ailments. This is a good technique to use to restore allies from petrified physical ailments.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Status (Mid)	Sharpness (Prep Time: 6 seconds)	12	Fire 1	-	-	-
Description						
Increase one ally's physical attack by 30% for 90 seconds. Use it allies whose primary attacks are strike artes.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Status (Mid)	Barrier (Prep Time: 6 seconds)	8	Earth 1	-	-	-
Description						
Increase one ally's DEF by 30% for 90 seconds. Use this on allies who fight on the front lines, or on those with low max HP.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Light (Mid)	Photon (Prep Time: 6 seconds)	34	Light 1	5.6	6	-
Description						
Shoot a photon of light into the enemy's head, then causes it to explode.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Esse	Auto Item	-	-	-	-	-
Description						
You can use this ability if you meet certain condition. Automatically chooses an item to restore an ally.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Light (High)	Divine Saber (Prep Time: 8 seconds)	52	Light 2	8.8	12	-
Description						
Call lightning down to the area around an enemy to attack. The final lightning bolt has a wide effect field and can damage a lot of enemies.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (Mid)	Healing Circle (Prep Time: 6 seconds)	56	Wind 1	-	-	-
Description						
Restore HP of allies within range during battle, or all allies on the menu screen, by 12% of max HP x 5 times.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (High)	Resurrection (Prep Time: 8 seconds)	64	Light 2	-	-	-
Description						
Restore one KO'd ally at 30% max HP. If used on an ally who is not KO'd, it restores their HP fully.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (High)	Revitalize (Prep Time: 8 seconds)	96	Light 2	-	-	-
Description						
Restore all allies' HP by 10% of max x 7 times. If all of your allies are in a pinch at once, this can be your saving grace.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Unison	Revitalize	-	-	-	-	-
Description						
Restore all allies' HP by 10% of max x 7 times. Does not deal damage to enemies.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Mystic	Sacred Shine	50	Light 0	49	1	-
Description						
An attack that encompasses the area in a great light. Deals big damage to all enemies.						

Genis Sage

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Fire (Novice)	Fire Ball (Prep Time: 4 seconds)	7	Fire 1	2.4	3	-
Description						
Fire three balls of fire into the air above you to send after an enemy.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Earth (Novice)	Stone Blast (Prep Time: 4 seconds)	7	Earth 1	2.8	4	-
Description						
Raises stones beneath the enemy to send them into the air.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Water (Novice)	Aqua Edge (Prep Time: 4 seconds)	-	Water 1	2.4	3	-
Description						
Fire three piercing balls of water. Get more hits in at point blank range.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Wind (Novice)	Wind Blade (Prep Time: 4 seconds)	8	Wind 1	2.7	3	-
Description						
Call up winds in the area around the enemy to attack them. Also sends them into the air.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Ice (Novice)	Ice Needles (Prep Time: 4 seconds)	10	Ice 1	2.4	3	-
Description						
Cause three balls of ice to appear above you, then send them at the enemy to throw him into the air.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Lightning (Novice)	Lightning (Prep Time: 4 seconds)	9	Lightning 1	3	1	-
Description						
Call lightning down on the enemy's head to deal damage. Has a small attack area.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Earth (Mid)	Stalagmite (Prep Time: 6 seconds)	20	Earth 1	4.8	3	-
Description						
Raise sharp rocks and lift the enemy.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Water (Mid)	Splash (Prep Time: 6 seconds)	22	Water 1	3.6	6	-
Description						
Bring a large, dragon-shaped stream of water down on the enemy from above. The effect field is wider than it appears.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Fire (Mid)	Eruption (Prep Time: 6 seconds)	24	Fire 1	4	5	-
Description						
Start a small fire at the enemy's feet. Anything it touches will be blown high up into the air.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Wind (Mid)	Turbulence (Prep Time: 6 seconds)	22	Wind 1	5.1	3	-
Description						
Summon a gale in the area around the enemy to blow them high into the air.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Auto Item					
Description	Automatically use an item when an ally is in trouble.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Ice (Mid)	Ice Rain (Prep Time: 6 seconds)	30	Ice 1	3.6	9	
Description	Rain clumps of ice come on the enemy from above. Its attack area is quite large.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Lightning (Mid)	Thunder Blade (Prep Time: 6 seconds)	28	Lightning 1	4.2	4	
Description	Strike the ground with a sword of lightning, sending a wave up from the ground to deal damage to a wide area.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Earth (High)	Ground Dasher (Prep Time: 8 seconds)	46	Earth 2	6	6	
Description	Unleash the power of the earth upon enemies. Enemies who are hit may be thrown into the air.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Water (High)	Blessed Drops (Prep Time: 8 seconds)	49	Water 2	9.1	7	
Description	Burst a number of bubbles at the enemy's feet. Effect area is quite large.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Fire (High)	Flare Tornado (Prep Time: 8 seconds)	48	Fire 2	6	10	
Description	Call up a flaming storm to deal consecutive hits. Can send enemies high up into the air.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Ice (High)	Absolute (Prep Time: 8 seconds)	46	Ice 2	6.5	13	
Description	Lower the temperature in the area to freeze enemies and deal damage to them.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Earth (High)	Gravity Well (Prep Time: 8 seconds)	45	Earth 2	6.5	13	
Description	Put the target enemy at the center of a huge gravity well. Attacks a wide area.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Water (High)	Tidal Wave (Prep Time: 8 seconds)	60	Ice 2	6.5	16	
Description	Summon a flood at the center of the battlefield. Attacks quite a wide area.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Fire (High)	Explode (Prep Time: 8 seconds)	55	Fire 2	6.5	1	
Description	Summon a massive blaze to send enemies up into the air, then crashing back to earth.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Lightning (High)	Indignation (Prep Time: 8 seconds)	60	Lightning 2	9	1	
Description	Call down lightning from above to strike an enemy. Those in the immediate area are also caught up in the effects.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Light (High)	Prism Sword (Prep Time: 8 seconds)	50	Light 2	7.4	18	
Description	Bring down a sword of light which releases a shower of lasers. Has a very wide effect area.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Fire (High)	Meteor Storm (Prep Time: 8 seconds)	58	Fire 2	6	1	
Description	Call down nine meteors. Sends enemies flying and crashing back to earth.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Wind (High)	Cyclone (Prep Time: 8 seconds)	50	Wind 2	6.6	12	
Description	Call up a tornado to carry the enemy and all those in the immediate vicinity high up into the air.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Unison	Absolute		Ice 0	6.4	4	
Description	Freeze the target enemy and petrifies them while also dealing damage.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Mystic	Indignation	50	Lightning 0	21	7	
Description	An attack that calls down the jolt of thunder to deal damage to all enemies.					

Regal Bryant



Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Crescent Moon	8		1.6	1	
Description	Execute a kick while doing a back flip to send the enemy into the air and crashing back to earth. Its peripheral effect range is wider than you might think.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Dragon Surge	12		4.2	2	
Description	Run forward a long way and execute a sweep kick, then jump high up into the air while hitting the enemy with a roundhouse kick.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Eagle Dive	8		1.8	3	
Description	Spin in the air and change stance, then drive the enemy down into the ground with a foot.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Roaring Hovoc	28		3.6	1	
Description	Charge up power before releasing a powerful upward kick, driving enemies back a long way. Can also hit enemies at either side if they are close enough.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Call	15				
Description	Increase your own ATK by 30% for 50 seconds. You can execute it again after the effect has died out.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Auto Item					
Description	Automatically use an item when an ally is in trouble.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Triple Kick	16		2.4	3	
Description	Send out a flurry of three kicks to strike the enemy. The wide arc of the kick means it affects all enemies in the immediate vicinity.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	White Wolf	18		2	2	
Description	Hit an enemy with aura power to send them flying. This can affect enemies behind you as well, but it's slow to take effect, so can't be used in combos.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Dragon Claws	38		4	7	
Description	Unleash a flurry of kicks and ends on a roundhouse kick to drive enemies back. The attack pursues the enemy making it easy to follow up.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Swallow Dance	16		2.4	3	
Description	Execute three roundhouse kicks while jumping. This can also affect enemies behind you.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Triple Rage Kick	26		3.6	4	
Description	Kick with a light hop, then unleash three roundhouse kicks. It's difficult to hit small enemies with this attack.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Heavenly Dragon (Only used while jumping)	32		3	5	
Description	Execute a jump, kick diagonally upwards and forward. Hard to hit as just a single attack, so best to use as part of a combo.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Heaven's Charge	14		2	1	
Description	Quickly dash behind the enemy, then release aura to attack them. Enemies hit by the aura will be knocked down on the ground.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Chi Skill	Life (Prep Time: 8.3 seconds)	48	Light 1			
Description	Restore KO'd ally to 30% of their max HP. If used on a non-KO'd ally, restores their HP completely.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Chi Skill	Healer (Prep Time: 4.6 seconds)	8	Light 1			
Description	Restore one ally's HP by 30% of max. The casting time is fairly long. Make sure to get it started in advance.					

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Unison	Triple Kick & White Wolf	-	-	4.4	5	-
Description						
Draw close to the enemy to unleash three consecutive roundhouse kicks followed by an aura blast.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Mystic	Final Fury: Hungry Wolf	50	-	30	8	-
Description						
Jump high into the air and then drive back down to the ground. Next, unleash a flurry of kicks, which simultaneously unleash shockwaves.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Pyre Seal	15	-	2.5	1	Y
Description						
Swing cards around to attack and send enemies to the ground. Attack in all directions, but the reach behind you is fairly short.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Power Seal	5	-	0.8	1	Y
Description						
Swing cards to send enemies in the immediate area flying, with 50% chance of lowering the enemies' P DEF by 30%. Effect time is 60 seconds.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Life Seal	15	-	1.4	1	Y
Description						
Spin once while swinging cards, to send enemies flying. 10% of damage dealt is taken to restore your own HP.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Mirage Seal	5	-	0.8	1	Y
Description						
Swing cards to send surrounding enemies flying, with a 50% chance of reducing enemies' dexterity by 30%. Effect time is 60 seconds.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Spirit Seal	15	-	1.4	1	Y
Description						
Swing once to send an enemy flying. 3% of the damage dealt is taken to restore your own TP.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Auto Item	-	-	-	-	-
Description						
Can be used if you meet certain conditions. Item is chosen automatically from your restorative items.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Serpent Seal	5	-	0.8	1	Y
Description						
Swing cards to send surrounding enemies flying, with a 50% chance of lowering their movement speed by 30%. Effect time is 60 seconds.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Demon Seal	35	Light	3	1	Y
Description						
Spin to attack in all directions and send enemies flying. Enemies hit will take damage when they strike the ground below.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Cyclone Seal	35	Wind	3.85	2	Y
Description						
Throw cards into the ground at the enemy's feet, which pursue after sending him flying into the air. Can attack an enemy no matter how far away they are, and it unleashes quickly. Use it whenever you like.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Unison	Mirage Seal & Demon Seal	10	Light	4.8	3	Y
Description						
Get close to the enemy and swings two cards to attack, then spins once to deal damage with a final attack.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Mystic	Quasi Seal	50	Wind	51	1	-
Description						
Jump high into the air, then spread countless cards over the field to attack all enemies.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Hell Pyre	22	Fire	0	3	Y
Description						
Slice the enemy with the sword, then raise them up a little before releasing a jet of fire. The initial strike can only connect with enemies who are directly adjacent.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Demon Fang	4	-	1.2	2	Y
Description						
Send a shockwave sliding straight forward along the ground. The range is extremely long, and it can attack even distant enemies.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Sonic Thrust	5	-	1.4	1	Y
Description						
Face straight forward and strike out with the sword, to drive enemies back. It has a narrow attack sphere on either side as well.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Light Spear	18	-	2.2	8	-
Description						
Spin and rise in the air to raise enemies upwards, then suddenly drop them to the ground while running them through with the sword. Only enemies at point blank range will take full hits.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Severing Wind	18	Wind	3.3	6	Y
Description						
Rise straight up while spinning. Throw enemies high up into the air, then smash them back into the ground.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Auto Item	-	-	-	-	-
Description						
Automatically use an item when an ally is in trouble.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Fire (Novice)	Fire Ball (Prep Time: 4 seconds)	7	Fire	2.4	3	-
Description						
Create three balls of flame above your head, then sends them flying at the enemy.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Earth (Novice)	Stone Blast (Prep Time: 4 seconds)	7	Earth	2.6	4	-
Description						
Send rocks spinning out of the earth at your enemy's feet. Enemies hit by the attack are sent flying.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Wind (Novice)	Wind Blade (Prep Time: 4 seconds)	8	Wind	2.7	3	-
Description						
Summon blades of wind to carry the enemy into the air. If two enemies are standing immediately next to each other, both will be caught up in the effect.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Lightning (Novice)	Lightning (Prep Time: 4 seconds)	9	Lightning	3	1	-
Description						
Rain a lightning bolt down on your enemy to deal damage. Has a fairly wide effect field.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Fire (Mid)	Eruption	24	Fire	4	5	-
Description						
Summon an explosion from beneath the enemy's feet to blow them into the air, dealing successive damage.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Wind (Mid)	Turbulence (Prep Time: 6 seconds)	22	Wind	5.1	3	-
Description						
Summon a burst of wind to throw the enemy into the air. The effect field is wide enough to pull nearby enemies into its effect.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Lightning (Mid)	Thunder Blade (Prep Time: 6 seconds)	28	Lightning	4.2	4	-
Description						
Drive an electrified sword into the ground, electrocuting the surrounding enemies. Has a wide attack radius.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (Novice)	First Aid (Prep Time: 4 seconds)	8	Water	1	-	-
Description						
Restore 30% of one ally's max HP. This has the shortest preparation time of all healing spells.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Hell Pyre	22	Fire	0	3	Y
Description						
Slice the enemy with the sword, then raise them up a little before releasing a jet of fire. The initial strike can only connect with enemies who are directly adjacent.						

Sheena Fujibayashi



Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Lightning Blade	22	Lightning	3.3	2	Y

Description

Pierce the enemy with the sword, then call down lightning into it. The lightning effect won't occur unless the first hit connects with the enemy.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Light Spear Cannon	26		3.3	6	

Description

Rotate while jumping in the air to unleash an attack, then lash out with a series of successive hits straight forward.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Earth (Mid)	Stalagmite (Prep Time: 6 seconds)	20	Earth 1	4.8	3	

Description

Summon a cluster of spiked boulders from under the enemy's feet to send the enemy flying.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Healing (Mid)	Healing Wind (Prep Time: 6 seconds)	35	Wind 1			

Description

Restore the HP of allies within the effect field by 9% of max x 5 times. If used on the menu screen, it heals all allies.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Demon Spear	30		3.5	7	Y

Description

Release a shockwave with the sword to send enemies flying, then pursues them with a spinning attack.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Angel Skill	Judgment (Prep Time: 6 seconds)	40	Light 2	9	1	

Description

Summon nine pillars of light across a wide area on the battlefield. You may or may not hit anyone with them, but they are very powerful.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Unison	Sonic Thrust & Light Spear Cannon		Lightning 0	4.2	7	Y

Description

Draw close to the enemy and pierce them with the sword, then chain spin attacks before thrusting into them one last time.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Mystic	Shining Bind	20	Earth 1	4.8	3	

Description

Fly high into the air, then electrically all enemies to deal damage with this attack.

Presea Combatir

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Destruction	6	Earth 1	2.1	6	

Description

Strike the earth with the ax to send shards of rock flying. The shards fly in a wide area, so the attack has the potential to strike multiple enemies.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Punishment	5		1.75	1	

Description

Spin around once with ax outstretched. Attack in all directions, but there's a time gap before and after the attack is used making it difficult to use effectively.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Dual Punishment	16		2.5	2	

Description

Spin around twice with ax outstretched. This move fires off rather slowly, but both spins drive back enemies, which makes it hard for them to counterattack.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Rising Punishment	28		3.5	4	

Description

Spin around four times with ax outstretched. The attack causes you to move forward, meaning that even enemies standing some ways in front of you can get caught up in it.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Infliction	4		1.5	1	Y

Description

Swing the ax in a crescent to throw enemies a little ways into the air. The attack hits on the sides more than you would expect, and the move activates quickly, making it excellent for counterattacks.

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Resolute Infliction	15		2.75	2	Y

Description

Swing the ax to smack enemies into the air, then hit them with a follow up before they hit the ground. Like Infliction, this move fires off quickly, making it easy to use whenever you like.



Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Devastation	8		2	1	Y
Description						
Jump forward and smack the ax into the ground. The shockwave generated by this attack doesn't hurt the enemy.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Mass Devastation	12	Earth 1	3.6	5	Y
Description						
Leap forward and strike the earth below to start an avalanche. The shockwave generated has a large attack field, making it useful in a chaotic battle.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Punching Beast	14		5	2	Y
Description						
Swing the ax around, then release aura to drive enemies back and send them to the ground. This attack can even reach the back rows of enemies.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Auto Item					
Description						
Automatically use an item when an ally is in trouble.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Infinite Destruction	38	Earth 1	3	15	
Description						
Strike the ax against the ground to throw a shower of rocks straight ahead, then pull the ax out to unleash another shower of rocks.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Eternal Damnation	20	Earth 1	4.5	11	
Description						
Throw rocks straight ahead, then jump and smash the ax into the ground to send out shockwaves over a large area.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Unison	Infliction & Destruction		Earth 0	4.8	6	Y
Description						
Swing the ax in an arc, then smash the ax powerfully into the ground. This attack can also summon shockwaves.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Mystic	Crimson Devastation	50	Earth 0	50	2	
Description						
Strike the ax into the ground, jump, then smash the ax down even more powerfully again to summon an eruption of fire.						

Lloyd Irving

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Demon Fang	4		1.2	2	
Description						
Unleash a long-range shockwave. The sword itself can also hit the enemy, so if you use it while you're close enough you can get two hits in.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Double Demon Fang	16		2.4	4	
Description						
Release a shockwave with the sword in your left hand, then another with the one in your right. This move is like releasing two Demon Fang attack at once.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Tiger Blade	8		1.6	2	Y
Description						
Slice upwards on your way up to send the enemy into the air, then cut down at them on the descent.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Tiger Rage	19		2.8	4	Y
Description						
Slice upwards on your way up to send the enemy into the air, then follow up with three consecutive slices while they're in midair.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Sonic Thrust	5		1.4	1	Y
Description						
Make a thrust straight forward. Its peripheral attack field is fairly narrow, but its reach is quite far in the direction you aim.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Sword Rain	7		1.5	4	Y
Description						
Execute four quick, consecutive slashes. The final thrust is more powerful than the first three, and its reach is longer.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Tempest	8		1.6	4	
Description						
Jump up in an arc, then spin around while slashing with the sword. It's hard to land all of this attack's hits on anything but the largest enemies, though.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Beast	12		2.6	2	Y
Description						
Tackle the enemy then releases a blast of aura to drive enemies back and force them down.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Raging Beast	25		3.2	4	Y
Description						
Unleash a chain of attacks and then a burst of aura to drive enemies back and force them down.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Rising Falcon	32		3.3	2	Y
Description						
Jump high up into the air, then come down quickly while swinging the sword. This move takes some time to fire off, making it hard to incorporate into combos.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Sword Rain: Alpha	16		2.1	7	Y
Description						
Unleash a flurry of thrusts, then slice up at the enemy to send them flying. This move fires off quickly, making it easy to use as a basic maneuver.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Demonic Tiger Blade	32		3.6	4	Y
Description						
Release a shockwave, then make a follow-up hit while the enemy is still in the air. The shockwave doesn't dissipate when it hits the enemy, but continues going past it.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Raging Tiger Blade	36		3.6	11	Y
Description						
Fire off nine quick thrusts, then slice the enemy upwards to send them into the air, before hitting them once more with a follow-up attack.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Blazing Tempest	8	Fire 1	2	4	
Description						
Jump straight ahead, then spin at high velocity, gathering fire to cut down enemies. This attack can easily hit many enemies at once.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Arcane	Rising Phoenix	32	Fire 1	3.5	2	
Description						
Dive quickly from midair with your sword bathed in flames. The final strike has a wide peripheral effect field, making it easy to hit many enemies at once.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Base	Auto Item					
Description						
Automatically use an item when an ally is in trouble.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Unison	Sword Rain & Raging Beast		Fire 0	5.7	9	Y
Description						
After jumping high into the air, you strike the ground with your blade to unleash a force wave. The force wave unleashes a series of hits.						

Arte Type	Arte Name	TP	Element	BP	HIT	Stun
Mystic	Divine Justice	50	Fire 0	50	1	
Description						
Leap high into the air, then release aura from both swords to smash into the ground.						

Items & Equipment

CONSUMABLES

APPLE GEL		
Buy Price	Sell Price	Main Location
96	48	Lum shop, Asgard shop
Effect		
Restores 30% of maximum HP		

LEMON GEL		
Buy Price	Sell Price	Main Location
966	483	Flavor shop, Meltoko shop
Effect		
Restores 60% of maximum HP		

ORANGE GEL		
Buy Price	Sell Price	Main Location
288	144	Lum shop, Asgard shop
Effect		
Restores 30% of maximum TP		

PINEAPPLE GEL		
Buy Price	Sell Price	Main Location
1874	937	Meltoko shop, Sybak shop
Effect		
Restores 60% of maximum TP		

MELANGE GEL		
Buy Price	Sell Price	Main Location
660	330	Lum shop, Palmacosta shop
Effect		
Restores 30% of maximum HP and TP		

MIRACLE GEL		
Buy Price	Sell Price	Main Location
21930	10965	Katz Village shop, Martel Church treasure chest
Effect		
Restores 60% of maximum HP and TP		

SPECIAL GEL		
Buy Price	Sell Price	Main Location
	42900	Martel Temple treasure chest, Synthesis
Effect		
Completely recovers all HP and TP		

SPECIFIC		
Buy Price	Sell Price	Main Location
	2155	Temple of Earth treasure chest, Synthesis
Effect		
Restores 30% of maximum HP to everyone in the party		

TREAT		
Buy Price	Sell Price	Main Location
	4543	Temple of Earth treasure chest, Synthesis
Effect		
Restores 30% of maximum TP to everyone in the party		

LOTTERY GEL		
Buy Price	Sell Price	Main Location
5300	2650	Temple of Darkness shop, Cape Fortress shop
Effect		
Random effect occurs with each gel		

SAGE		
Buy Price	Sell Price	Main Location
	11	Underground Rum treasure chest, stolen from Amanta
Effect		
Maximum HP increases by 10		

BLUE SAGE		
Buy Price	Sell Price	Main Location
	110	Stolen from Ice Titan, Synthesis
Effect		
Maximum HP increases by 20		

RED SAGE		
Buy Price	Sell Price	Main Location
	1840	Lezaren Building Number Two treasure chest, Quest Reward (Rank S)
Effect		
Maximum HP increases by 30		

SAVORY		
Buy Price	Sell Price	Main Location
	7	Stolen from Mammo and Pale Rider
Effect		
Maximum TP increased 10		

BLUE SAVORY		
Buy Price	Sell Price	Main Location
	184	Temple of Earth treasure chest, Synthesis
Effect		
Maximum TP increases 20		

RED SAVORY		
Buy Price	Sell Price	Main Location
	1684	Lezaren Building Number Two, Quest Reward (Rank S)
Effect		
Maximum TP increases by 30		

LAVENDER		
Buy Price	Sell Price	Main Location
	16	Stolen from Hildaar and Asar
Effect		
Increase physical attacks by 1		

BLUE LAVENDER		
Buy Price	Sell Price	Main Location
	144	Balacul Mausoleum treasure chest, Quest Reward (Rank B)
Effect		
Increase physical attacks by 2		

RED LAVENDER		
Buy Price	Sell Price	Main Location
	1405	Ginnungagap treasure chest, Quest Reward (Rank S)
Effect		
Increase physical attacks by 3		

VERBENA		
Buy Price	Sell Price	Main Location
	9	Dynasty Ruins treasure chest, Stolen from Bartek
Effect		
Increase magic attacks by 1		

BLUE VERBENA		
Buy Price	Sell Price	Main Location
	148	Stolen from Bastage, Quest Reward (Rank B)
Effect		
Increase magic attacks by 2		

RED VERBENA		
Buy Price	Sell Price	Main Location
	1277	Ginnungagap treasure chest, Quest Reward (Rank S)
Effect		
Increase magic attacks by 3		

CHAMOMILE		
Buy Price	Sell Price	Main Location
	4	Isela Human Ranch treasure chest, Stolen from Cordury
Effect		
Physical defense increased by 1		

BLUE CHAMOMILE		
Buy Price	Sell Price	Main Location
	131	Balacul Mausoleum treasure chest, Synthesis
Effect		
Physical defense increased by 2		

RED CHAMOMILE		
Buy Price	Sell Price	Main Location
	1915	Quest Reward (Rank S), Synthesis
Effect		
Physical defense increased by 3		

BASIL		
Buy Price	Sell Price	Main Location
	8	Stolen from Garuda and Habetot
Effect		
Magic defense increased by 1.		

BLUE BASIL		
Buy Price	Sell Price	Main Location
	173	Stolen from Dogma, Synthesis
Effect		
Technical defense increased by 2.		

RED BASIL		
Buy Price	Sell Price	Main Location
	1802	Ginnungagap treasure chest, Quest Reward (Rank S)
Effect		
Magic defense increased by 3.		

SAFFRON		
Buy Price	Sell Price	Main Location
	18	Quest Reward (Rank D), Stolen from Aschne
Effect		
Dexterity increased by 1.		

BLUE SAFFRON		
Buy Price	Sell Price	Main Location
	133	Stolen from Kosh and Popsickle
Effect		
Dexterity increased by 2.		

RED SAFFRON		
Buy Price	Sell Price	Main Location
	1312	Quest Reward (Rank S), Synthesis
Effect		
Dexterity increased by 3.		

UNDINE'S WHISPER		
Buy Price	Sell Price	Main Location
	1530	Argard shop, Palamosta shop
Effect		
Teaches the monster the "First Aid" technique.		

UNDINE'S AFFECTION		
Buy Price	Sell Price	Main Location
	3060	Flanor shop, Metoko Shop
Effect		
Teaches the monster the "Heal" technique.		

SYLPH'S CIRCLE		
Buy Price	Sell Price	Main Location
	1530	Quest Reward (Rank A), Synthesis
Effect		
Teaches the monster the "Healing Circle" technique.		

VOLT'S WHIM		
Buy Price	Sell Price	Main Location
	765	Quest Reward (Rank C), Synthesis
Effect		
Teaches the monster the "Charge" technique.		

UNDINE'S CHARITY		
Buy Price	Sell Price	Main Location
	1530	Stolen from Siren, Synthesis
Effect		
Teaches the monster the "Recover" technique.		

GNOME'S FLIP-OUT		
Buy Price	Sell Price	Main Location
	765	Quest Reward (Rank C), Synthesis
Effect		
Teaches the monster the "Dispel" technique.		

EFREET'S HELP		
Buy Price	Sell Price	Main Location
	1530	Quest treasure chest (Rank B)
Effect		
Teaches the monster the "Sharpness" technique.		

GNOME'S DUST		
Buy Price	Sell Price	Main Location
	1530	Quest treasure chest (Rank B), Synthesis
Effect		
Teaches the monster the "Barrier" technique.		

ASKA'S EMBRACE		
Buy Price	Sell Price	Main Location
	1530	Stolen from Lalah, Synthesis
Effect		
Teaches the monster the "Recoil" technique.		

SHADOW'S LANGUAGE		
Buy Price	Sell Price	Main Location
	1530	Stolen from Aello, Synthesis
Effect		
Teaches the monster the "Scare Shout" technique.		

EFREET'S HAMMER		
Buy Price	Sell Price	Main Location
	1530	Quest treasure chest (Rank B), Synthesis
Effect		
Teaches the monster the "Eruption" technique.		

EFREET'S ANGER		
Buy Price	Sell Price	Main Location
	2295	Gladheim treasure chest, Stolen from Vroom
Effect		
Teaches the monster the "Meteor Swarm" technique.		

UNDINE'S TEARS		
Buy Price	Sell Price	Main Location
	1530	Quest treasure chest (Rank B)
Effect		
Teaches the monster the "Splash" technique.		

SYLPH'S MISCHIEF		
Buy Price	Sell Price	Main Location
	1530	Dropped by Wind Master Prime, Synthesis
Effect		
Teaches the monster the "Turbulence" technique.		

GNOME'S DANCE		
Buy Price	Sell Price	Main Location
	1530	Quest treasure chest (Rank B), Synthesis
Effect		
Teaches the monster the "Stalagmite" technique.		

GNOME'S FRUSTRATION		
Buy Price	Sell Price	Main Location
	2295	Quest Reward (Rank S)
Effect		
Teaches the monster the "Gravity Well" technique.		

VOLT'S MELANCHOLY		
Buy Price	Sell Price	Main Location
	1530	Stolen from Gull Beast, Synthesis
Effect		
Teaches the monster the "Thunder Blade" technique.		

CELSIUS'S SIGH		
Buy Price	Sell Price	Main Location
	1530	Quest treasure chest (Rank A), Synthesis
Effect		
Teaches the monster the "Icicle Rain" technique.		

LUNA'S PUNISHMENT		
Buy Price	Sell Price	Main Location
	2295	Quest Reward (Rank S), Gladheim treasure chest
Effect		
Teaches the monster the "Prism Sword" technique.		

SHADOW'S WALK		
Buy Price	Sell Price	Main Location
	1530	Stolen from Hippogryph, Synthesis
Effect		
Teaches the monster the "Negative Gate" technique.		

MESSAGE: STRENGTH		
Buy Price	Sell Price	Main Location
	765	Quest Reward (Rank A), Quest treasure chest (Rank A)
Effect		
Teaches the monster "HP Increase 2" skill.		

MESSAGE: MENTAL		
Buy Price	Sell Price	Main Location
	765	Quest treasure chest (Rank S), Stolen from Ravenous
Effect		
Teaches the monster "MP Increase 2" skill.		

MESSAGE: WARLORD		
Buy Price	Sell Price	Main Location
	765	Quest treasure chest (Rank A)
Effect		
Teaches the monster "P. ATK Increase 2" skill.		

MESSAGE: SAGE		
Buy Price	Sell Price	Main Location
	765	Stolen from Gannes
Effect		
Teaches the monster "M. ATK Increase 2" skill.		

MESSAGE: STRONGHOLD		
Buy Price	Sell Price	Main Location
	765	Dropped by Antesterman
Effect		
Teaches the monster "P DEF Increase 2" skill		

MESSAGE: FORTRESS		
Buy Price	Sell Price	Main Location
	765	Quest treasure chest (Rank A), Quest treasure chest (Rank S)
Effect		
Teaches the monster "M DEF Increase 2" skill		

MESSAGE: ARTIST		
Buy Price	Sell Price	Main Location
	765	Stolen from Requiem
Effect		
Makes monster learn skill "DEX Increase 2"		

MESSAGE: FATAL BLOW		
Buy Price	Sell Price	Main Location
	765	Quest Reward (Rank A), Gladheim treasure chest
Effect		
Makes monster learn skill "Critical 2"		

MESSAGE: HAWKEYE		
Buy Price	Sell Price	Main Location
	765	Quest Reward (Rank B), Gladheim treasure chest
Effect		
Makes monster learn skill "Item Finder 2"		

MESSAGE: NEAR DEATH		
Buy Price	Sell Price	Main Location
	765	Stolen from Hawk
Effect		
Makes monster learn skill "Recall"		

GREY MANUSCRIPT		
Buy Price	Sell Price	Main Location
	765	Quest Reward (Rank B), Dropped by Hinuta
Effect		
EXP increase by 500		

WHITE MANUSCRIPT		
Buy Price	Sell Price	Main Location
	765	Temple of Ice treasure chest, Left by Noze
Effect		
EXP increase by 1000		

YELLOW MANUSCRIPT		
Buy Price	Sell Price	Main Location
	765	Quest Reward (Rank D), Dropped by Murkykion
Effect		
EXP increase by 3000		

PEACH MANUSCRIPT		
Buy Price	Sell Price	Main Location
	765	Quest Reward (Rank B), Dropped by Skingshorion
Effect		
EXP increase by 5000		

SCARLET MANUSCRIPT		
Buy Price	Sell Price	Main Location
	765	Dropped by Hekatombaion, Left by Padfoot
Effect		
EXP increase by 8000		

AZURE MANUSCRIPT		
Buy Price	Sell Price	Main Location
	765	Quest Reward (Rank A), Dropped by Metageimion
Effect		
EXP increase by 15000		


PURPLE MANUSCRIPT		
Buy Price	Sell Price	Main Location
	765	Dropped by Mamakterion, Left by Fied Piper
Effect		
EXP increase by 30000		


SILVER MANUSCRIPT		
Buy Price	Sell Price	Main Location
	765	Quest Reward (Rank S), Dropped by Boedramion
Effect		
EXP increase by 50000		


GOLD MANUSCRIPT		
Buy Price	Sell Price	Main Location
	765	Gladheim treasure chest, Stadium Special Prize
Effect		
EXP increase by 70000		


RAINBOW MANUSCRIPT		
Buy Price	Sell Price	Main Location
	765	Dropped by Poseidon, Stolen from Magnar (B)
Effect		
EXP increase by 100000		

	POISON BOTTLE		
Buy Price	Sell Price	Main Location	
266	133	Luin shop, Asgard shop	
Effect			
Recovers from poison status.			

	PARALYZE BOTTLE	
Buy Price	Sell Price	Main Location
240	120	Asgard shop, Iselia shop
Effect		
Recovers from paralyzed status.		


	STONE BOTTLE	
Buy Price	Sell Price	Main Location
240	120	Hakonesia Peak shop, Inet shop
Effect		
Recovers from petrified status.		

	WEAK BOTTLE	
Buy Price	Sell Price	Main Location
288	144	Palmacosta shop, Triet shop
Effect		
Recovers from weakened status.		


	VIRUS BOTTLE	
Buy Price	Sell Price	Main Location
400	200	Hakonesia Peak shop, Tiet shop
Effect		
Recovers from sick status		


	SEAL BOTTLE	
Buy Price	Sell Price	Main Location
264	132	Huma shop, Iselia shop
Effect		
Cures sealed artes.		

	SHOCK BOTTLE	
Buy Price	Sell Price	Main Location
384	192	Hima shop, Tiet shop
Effect		
Cures shock		


	CURE BOTTLE	
Buy Price	Sell Price	Main Location
632	316	Communum Spring Shop, left by Caenurea
Effect		
Cures physical ailments		


	DINEI BOTTLE		
Buy Price	Sell Price	Main Location	
534	267	Katz Village shop, left by Griffin	
Effect			
Cures magical ailments			

 PANACEA BOTTLE		
Buy Price	Sell Price	Main Location
1000	500	Iselia Human Ranch shop, Flanoir shop
Effect		
Recovers from all abnormal status & status changes.		

 SYRUP BOTTLE		
Buy Price	Sell Price	Main Location
480	240	Katz' Village shop, Left by Wolf Heddin
Effect		
Gains resistance against physical ailments for one minute		

 NEGAR BOTTLE		
Buy Price	Sell Price	Main Location
970	485	Katz Village shop
Effect		
Gains resistance against magical ailments for one minute		

	LIFE BOTTLE		
Buy Price	Sell Price	Main Location	
512	256	Luin shop, Asgard shop	
Effect			
Revives a member. The revived gains 30% of their maximum HP			

 ALL-DIVIDE BOTTLE		
Buy Price	Sell Price	Main Location
	11507	Balaur Mausoleum treasure chest. Stolen from Aramis
Effect		
Reduces damages to half for both your party and enemies for one minute during battle.		

WEAPONS

Emil Castagnier

BRONZE SWORD				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
130	65	24	-	Startin' Equipment, Linn shop
Effect				

IRON SWORD				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
236	118	52	-	Award shop, Hima shop
Effect				

SMALL SWORD				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
754	377	79	-	Palmaosta, Quest Reward (Rank D)
Effect				

LONG SWORD				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
1500	750	107	-	Isella shop, Dynasty Ruins treasure chest
Effect				

BROADSWORD				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
2200	1100	135	-	Triet shop, Triet Ruins treasure chest
Effect				

HUNTING SWORD				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
1860	163	-	-	Cambero Cave treasure chest, Quest Reward (Rank C)
Effect				
VS Beast				

GREAT SWORD				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
5190	2595	190	-	Fianoir shop, Meltoko shop
Effect				

RIOT SPIKE				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	190	-	-	Synthesis
Effect				
Regenerate 2, Critical 2, Fire Element				

GOLD SWORD				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
8154	4077	218	-	Meltoko shop, Sybak shop
Effect				
Cast Delay Attack 2				

ECHO TRACER				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	218	-	-	Synthesis
Effect				
Critical 2, Accelerate, Light Element				

BLACK SWORD				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
6558	246	-	-	Temple of Lightning, Quest Reward (Rank A)
Effect				

EASTARD SWORD				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
17856	8928	273	-	Altamira shop, Toze Valley Mine treasure chest
Effect				
P DEF Decrease Attack 2				

VILE REQUIEM				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	273	-	-	Synthesis
Effect				
Relax 1, Critical 2, Ice Element				

KNIGHT'S SWORD				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
22032	11016	301	-	Moucho shop
Effect				
VS Ghost 2				

MYTHRIL SWORD				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
23112	329	-	-	Lezareno Company Building Number Two treasure chest, Synthesis
Effect				
VS Magical Being 2				

MIND SLICER				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	357	-	-	Ginnugagapp treasure chest
Effect				
Spirit Drain 2, A ATK Decrease Attack 1, Sick Attack 1				

DEMONIC TORMENT				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	384	-	-	Synthesis
Effect				
Speed Decrease Attack 2, VS Dragon 3, EXP Minus 1				

SOUL BLAST				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	412	-	-	Underground Ruins treasure chest
Effect				
Life Drain 2, Life Charge, Weak Attack 1				

MESMERIC TRANCE				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	495	-	-	Gladheim
Effect				
Poison Attack 3, HP Decrease 1				

NETHER TRAITER				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	551	-	-	Dropped by Album Atrum
Effect				
Regenerate 3, Accelerate				

Marta Lualdi



BRONZE SPINNER

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
146	73	16	22	Starting Equipment, Linn shop

Effect

VS Free Form 2



IRON SPINNER

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
308	154	35	47	Argard shop, Hima shop

Effect

VS Demon 2



IVORY SPINNER

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
792	396	54	71	Palmaosta shop, Synthesis

Effect

VS Bird 1



GOTHIC SPINNER

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
1552	776	73	96	Ibela shop, Dynasty Ruins treasure chest

Effect

VS Ghost 1



SILVER SPINNER

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
2632	1316	92	122	Triet shop, Isella Human Ranch treasure chest

Effect

VS Ghost 1



CORAL SPINNER

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
4150	2075	111	147	Izold shop, Synthesis

Effect

VS Dragon 2



DEMONIC SPINNER

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
5400	2700	129	171	Flanor shop, Camberio Caves treasure chest

Effect

VS Dragon 2



GOLD SPINNER

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
8846	4423	148	196	Melbokio shop, Temple of Ice treasure chest

Effect

VS Dragon 2



WAR CHARIOT

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	765	148	196	Synthesis

Effect

Fire Ball, Fire Element



BLACK SPINNER

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
14362	7181	167	221	Sibak shop, Cave Fortress treasure chest

Effect

VS Dragon 2



CLOCK SPINNER

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	765	167	221	Synthesis

Effect

Cast Delay, Attack 2, Run Away



DRAGON SPINNER

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
19314	9657	186	246	Altamira shop, Temple of Earth treasure chest

Effect

VS Free Form 2



UNICORN SPINNER

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
22848	11424	205	271	Mizoho shop

Effect

VS Demon 2



DARK SPHERE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	765	205	271	Synthesis
Effect				

Effect

Sleep Attack 2, Darkness Element



MYTHRIL SPINNER

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	24192	224	296	Lezaren Company Building, Number Two, Synthesis

Effect

VS Magical Being 2



ENERGY ARC

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	765	224	296	Synthesis

Effect

Relax 1, Lightning, Lightning Element



RETRIBUTION

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	765	242	320	Underground Ruins treasure chest

Effect

EXP Minus 2, Mental Charge, TP Increase 2



TRICK BIND

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	765	299	395	Gladheim treasure chest

Effect

Delay, Concentrate 2, Speed Decrease Attack 2



MILLSTONE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	765	371	280	Ginnungap, treasure chest

Effect

P. DEF Decrease Attack 2, Stone Blase



KISMET

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	765	375	496	Dropped by Album Atom (8)

Effect

Happiness 2, Resurrect, Light Element

Richter Abend



SOL AND MANI

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		190	190	Chapter 1 sub-event equipment

Effect

Life Drain 1, Spirit Drain 1, Speed Cast 1, Fire Element

Colette Brunel



Sheena Fujibayashi



	CHAKRAM				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
		111	111	Starting equipment for Chapters 2, 5, and 7	
Effect					

 ANGEL'S HALO					
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
		299	299	Starting equipment for Chapter 8	
Effect					
Concentrate 2, A. ATK Increase 2, LUCK Increase 2					

Raine Sage



Zelos Wilder



 ROD					
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
		92	92	Starting equipment for Chapters 3, 4, and 7	
Effect					

 CRYSTAL ROD				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		242	242	Starting equipment for Chapter 8
Effect				
Relax, Regenerate, Resist P. Afflicts 1				

Genis Sage



Presea Combatir



 NOVA					
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
-	-	79	79	Starting equipment for Chapters 3, 4, and 7	
Effect					

 ONE WORLD					
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
		301	301	Starting equipment for Chapter 8	
Effect					
Spirit Charge, HP Increase 2, TP Increase 2					

Regal Bryant



Lloyd Irving




	LEATHER GREAVES				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
		107		Starting equipment for Chapters 4, 5, and 6	
Effect					

 DYNAST					
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
		329		Starting equipment for Chapter 8	
Effect					
Critical 2, Lure 2, HP Increase 2					

SPELL CARD				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		129		Starting equipment for Chapters 4, 5, 6, and 7
Effect				

DIVINE JUDGEMENT				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	-	371	-	Starting equipment for Chapter 8
Effect				
Light Element, P. ATK Increase 2, P. DEF Increase 2				

 SILVER SWORD					
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
		107	107	Starting equipment for Chapters 5 and 7	
Effect					

 LAST FENCER				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		357	357	Starting equipment for Chapter 8
Effect				
Life Drain 2, DEX Increase 2, A. ATK Increase 2				

 FRANCESCA					
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
		148		Starting equipment for Chapters 6 and 7	
Effect					

 GAIA CLEAVER					
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
		395		Starting equipment for Chapter 8	
Effect					
Earth Element, P. DEF Decrease Attack 2, P. ATK Increase 2					

 GAGNRAD					
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
		384		Starting equipment for Chapter 8	
Effect					
Life Drain 2, Critical 2, Cast Delay Attack 2					

ARMOR

Emil Castagnier

LEATHER PLATE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
174	87	11	6	Starting equipment, Lun shop

Effect

IRON PLATE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
22	13			Asgard shop, Hima shop

Effect

CHAIN PLATE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
856	428	33	19	Palma Costa shop, Quest Reward (Rank D)

Effect

SCALE PLATE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
1638	819	44	26	Isela shop, Tiet shop

Effect

SILVER PLATE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
7484	1242	55	32	Tiet shop, Isela Human Ranch treasure chest

Effect
A. ATK Increase 1

HALF PLATE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
1140	2070	66	38	Izold shop, Fiorino shop

Effect

BATTLE PLATE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
5400	2700	76	44	Fiorino shop, Metkoko shop

Effect

STRANGE BLUE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	82	142		Underground Ruins treasure chest

Effect

TP Increase 2, A. DEF Increase 2

LIGHT PLATE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
8960	4480	87	50	Metkoko shop, Temple of Ice treasure chest

Effect

BLACK PLATE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
13544	6722	98	57	Sybak shop, Altamira shop

Effect

Delay

LAWFUL LIGHT

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	98	57		Synthesis

Effect

Life Charge, Increases Darkness resistance by 50%, Increases Sleep resistance by 30%

ROYAL PLATE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
19214	9657	109	63	Altamira shop, Synthesis

Effect

A. DEF Increase 2

RARE PLATE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
24002	12001	120	70	Mizuho shop

Effect

Item Pro.

POWER DRIVE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	120	70		Synthesis

Effect

Critical 2, HP Decrease 2, P. ATK Increase 3

MYTHRIL PLATE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
24192	131	76		Building Number two treasure chest

Effect

TP Increase 2

PAIN KILLER

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	131	76		Synthesis

Effect

A. DEF Decrease, P. DEF Decrease

SOLITUDE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	142	82		Synthesis

Effect

HP Increase 2, P. DEF Increase 2

INCINERATOR

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	152	88		Goldsheim treasure chest

Effect

Increases Paralysis resistance by 30%, Increases Ice resistance by 50%, P. ATK Increase 1

BLOOD LUST

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	175	102		Gimmungapap treasure chest

Effect

Life Drain 1, Spirit Drain 1, Decreases LUCK

LION HEART

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	218	126		Twilight Palace treasure chest

Effect


Delay, Lure 3, P. ATK Increase 2


BANDANNA


Buy Price	Sell Price	P. ATK	A. ATK	Main Location
70	35	2	1	Lun shop, Lake Sirova Cave


Effect


	LEATHER BANDANNA				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
152	76	4	2	Asgard shop, Hima shop	
Effect					

	CUSTOM BANDANNA				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
342	171	5	3	Palmascoola shop, Quests Reward (Rank D)	
Effect					

	STURDY BANDANNA				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
	328	7	4	Dynasty Ruins treasure chest, Synthesis	
Effect					

	FENCER'S BANDANNA				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
	765	7	4	Synthesis	
Effect					
Critical 2, P. DEF Increase 2					


	PLATE BANDANNA				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
994	497	8	5	Izoid shop, Flanor shop	
Effect					


	QUILL BANDANNA				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
1656	828	10	6	Flanor shop, Meltoko shop	
Effect					

	STUDED BANDANNA				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
2160	1080	12	7	Meltokio shop, Sybak shop	
Effect					

	MARTIAL BANDANNA			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
3584	1792	13	8	Sybak shop, Altamira shop
Effect				
Lure 1				

	ROGUE'S BANDANNA			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	765	13	8	Gladheim treasure chest
Effect				
Item Finder 2, DEX Increase 2				


	LIGHT BANDANNA				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
	2709	15	9	Cacia Fortress treasure chest, Toize Valley Mine treasure chest	
Effect					


	NOBLE BANDANNA			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
7726	3863	16	9	Altamira shop, Synthesis
Effect				
A DEF Increase				


	THICK BANDANNA			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	9677	20	12	Mizuho shop
Effect				
TP Decrease 2, P. DEF Increase 1.				

	DUSK BANDANNA			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	9677	20	12	Building Number Two treasure chest, Synthesis
Effect				
Increase HP 1.				


	WARRIOR'S BANDANNA			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	765	20	12	Twilight Palace treasure chest
Effect				
Lure 2, P. ATK Increase 2				

	LEATHER GAUNTLETS			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
104	52	4	2	Lum shop, Asgard shop
Effect				

	IRON GAUNTLETS			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
226	113	8	5	As jard shop, Hima shop
Effect				

	CHAIN GAUNTLETS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
514	257	12	7	Hakonesia Peak shop, Palmascoota shop	
Effect					

	SCALE GAUNTLETS			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
2982	491	15	9	Trist shop, Iselia Human Ranch Ruins treasure chest
Effect				

	DARK PASSAGE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	765	15	9	Synthesis
Effect				
Critical 2, P. ATK Increase 2				

	SILVER GAUNTLETS			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
1490	765	19	11	Trist shop, Synthesis
Effect				
VS Ghost 1				

	HALF GAUNTLETS			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
2484	1242	23	13	Izoid shop, Trist Ruins treasure chest
Effect				

	BATTLE GAUNTLETS			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
3240	1620	27	16	Flanor shop, Cambrato Caves treasure chest
Effect				

LIGHT GAUNTLETS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
5376	2688	31	18	Mellieko shop, Temple of Ice treasure chest
Effect				

SOUL FORGE				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	375	31	18	Gladheim treasure chest
Effect				
Relax, Regenerate 1.				

BLACK GAUNTLETS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
8126	4063	34	20	Sybak shop, Altamira shop
Effect				

ROYAL GAUNTLETS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
11588	5794	38	22	Altamira shop, Temple of Earth treasure chest
Effect				
A DEF Increase 1				

RARE GAUNTLETS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
14402	7201	42	24	Mizuho shop
Effect				
DEX Increase 1				

MYTHRIL GAUNTLETS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
15158	7579	46	27	Building Number Two treasure chest, Synthesis
Effect				
TP Increase 1				

STAR BREAKER				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	46	27		Twilight Palace treasure chest
Effect				
Technical 3, Light Element				



CLOAK				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
104	52	7	10	Starting Equipment, Linn shop
Effect				

FEATHER CLOAK				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
228	114	15	20	Asajid shop, Hima shop
Effect				

SILK CLOAK				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
770	385	22	30	Palmaestia shop, Underground Ruins treasure chest
Effect				

WHITE CLOAK				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
1500	750	30	40	Isella shop, Tiet shop
Effect				
Increases Luck 2				

SILVER CLOAK				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
2244	1122	37	50	Tiet shop, Isella Human Ranch treasure chest
Effect				

MAGE CLOAK				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
3550	1775	45	59	broil shop, Flanor shop
Effect				
Concentration 1				

MYSTIC CLOAK				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
5100	2550	52	68	Flanor shop, Camberio Caves treasure chest
Effect				

HOLY CLOAK				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
4180	2090	59	78	Cape Fortress treasure chest, Quest Reward (Rank A)
Effect				

WITCH CLOAK				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
13298	6649	67	88	Sybak shop, Altamira shop
Effect				
A ATK Increase 2				

MIRAGE CLOAK				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
16920	8460	74	96	Altamira shop, Toze Valley Mine treasure chest
Effect				

WINDMILL				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	74	98		Synthesis
Effect				
A ATK Increase 2, A DEF Increase 2				

ELDER CLOAK				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
21056	10528	82	108	Mizuho shop
Effect				
A DEF Increase 2				

MOON LUMINANCE				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	82	108		Synthesis
Effect				
Happiness 2, Stealth 2				

MYTHRIL CLOAK				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
23328	89	118		Lezareno Company Building Number Two treasure chest, Synthesis
Effect				
TP Increase 2				

ANTHEM				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	89	118		Synthesis
Effect				
Critical 2, Lure 2				

**ANGEL DUST**

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	96	128		Gimmunggap treasure chest

Effect

Relax, Increases Darkness resistance by 50%

**PHANTOM LORD**

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	96	128		Synthesis

Effect

Resurrect, Item Getter

**RAIN MAKER**

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	103	137		Agard Ruins treasure chest

Effect

Regenerate 2, Increases Fire resistance by 50%

**PRIME EVIL**

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	119	158		Gladheim treasure chest

Effect

Accelerate, Increases Light resistance by 50%

**FAIRY TALE**

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	148	196		Twilight Palace treasure chest

Effect

Technical 1, TP Increase 2

**RED RIBBON**

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
42	21	1	2	Lun shop, Tower of Mana treasure chest

Effect

**BLUE RIBBON**

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
92	46	3	4	Lun shop, Asgard shop

Effect

**ORANGE RIBBON**

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
508	154	3	5	Malonea Peak shop, Palmacosta shop

Effect

**GREEN RIBBON**

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
600	300	5	6	Ielia shop

Effect

**WIZARD'S RIBBON**

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	5	6		Synthesis

Effect

Mental Charge, Increase Ates Attack 2

**WHITE RIBBON**

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
449	5	7		Ielia Human Ranch treasure chest

Effect

**BLACK RIBBON**

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
1436	718	7	9	Irold shop, Iret Ruins treasure chest

Effect

**PURPLE RIBBON**

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
2040	1020	8	11	Flanor shop, Meltoko shop

Effect

**YELLOW RIBBON**

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
3344	1672	9	12	Meltoko shop, Sybak shop

Effect

**HEALER'S RIBBON**

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	9	12		Twilight Palace treasure chest

Effect

Resurrect, Technical 3

**PLAID RIBBON**

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
5320	2660	10	14	Sybak shop, Altamira shop

Effect

Increases resistance to M. Ailments by 30%

**STRIPED RIBBON**

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
3384	11	14		Temple of Lightning treasure chest

Effect

TP Increase 1

**Pretty Ribbon**

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
8422	4211	12	16	Altamira shop, Synthesis

Effect

Mental Charge

**ELEMENTAL RIBBON**

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
18662	9331	14	18	Muyho shop

Effect

Increases Fire resistance by 20%, Increases Water resistance by 20%, Increases Wind resistance by 20%, Increases Earth resistance by 20%

**PUPPET'S RIBBON**

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
765	14	18		Gladheim treasure chest

Effect

Happiness 2, DEX Increase 2

**MITTENS**

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
62	1672	3	4	Lun shop, Lun treasure chest

Effect

**FEATHER MITTENS**

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
136	68	5	7	Agard shop, Hima shop

Effect

SILK MITTENS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
462	231	8	11	Palmacosta shop, Synthesis
Effect				

WHITE MITTENS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
900	450	10	14	Tinet shop, Dynasty Ruins treasure chest
Effect				

CROSSROAD				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	765	10	14	Gladheim treasure chest
Effect				
Sickness resistance. Increases Luck 3.				

SILVER MITTENS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
1346	673	13	17	Tinet shop, Synthesis
Effect				

MAGE MITTENS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
2154	1077	16	21	Izoid shop, Fiorino shop
Effect				
A. ATK Increase 1.				

MYSTIC MITTENS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
3060	1530	18	24	Fiorino shop, Meltoko shop
Effect				

HOLY MITTENS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
5016	2508	21	28	Meltoko shop, Sybak shop
Effect				

FORTUNE TELLER				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	765	21	28	Synthesis
Effect				
Stealth 2, Increases Artes Defense 2				

WITCH MITTENS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
7978	3989	23	31	Sybak shop, Cape Fort treasure chest
Effect				
Stealth.				

MIRAGE MITTENS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
10152	5076	26	34	Altamira shop, Temple of Lightning treasure chest
Effect				

ELDER MITTENS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
12634	6317	29	38	Mizuho shop
Effect				
A. DEF Increase 1.				

MYTHRIL MITTENS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	13997	31	41	Lezario Company Building Number Two treasure chest, Synthesis
Effect				

MASTER MIND				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	765	31	41	Twilight Palace treasure chest
Effect				
Speed Cast 2, A. ATK Increase 2				

Richter Abend

SEA FIRE				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		76	44	In Chapter 1, as part of sub-event equipment
Effect				
Increases resistance to Elemental Attributes by 20%.				

DUAL BLAZE				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		12	7	In Chapter 1, as part of sub-event equipment
Effect				
A. ATK Increase 1.				

FLAMBEAU				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		27	16	In Chapter 1, as part of sub-event equipment
Effect				
DEX Increase 1.				

Colette Brunel

IRON GUARD				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		45	59	Starting equipment of Chapters 2, 5, and 7
Effect				

SOLAR GUARD				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		96	128	Starting equipment of Chapter 8
Effect				
Increases Darkness resistance by 50%. Increases Light resistance by 20%.				

MAGICAL RIBBON				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		12	16	Starting equipment of Chapters 2, 5, and 7
Effect				
A. DEF Increase 2				

ANGEL BRACELET				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		17	13	Starting equipment of Chapters 2, 5, and 7
Effect				
Increase Luck 2.				

Raine Sage



CARNELLAN ROBE				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		50	37	Starting equipment of Chapters 3, 4, and 7
Effect				
Increases Ice resistance by 50%. Increases Fire resistance by 20%.				

QUEEN CLOAK				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		89	118	Starting equipment of Chapter 8
Effect				
Increases Immunity to State Change by 60%.				

RARE CIRCLET				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		9	15	Starting equipment of Chapters 3, 4, and 7
Effect				

ELEMENTAL CREST				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		14	18	Starting equipment of Chapter 8
Effect				
Increases Fire resistance by 20%. Increases Water resistance by 20%. Increases Wind resistance by 20%. Increases Earth resistance by 20%.				

RARE BRACELET				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		19	11	Starting equipment of Chapters 3, 4, and 7
Effect				

QUEEN MITTENS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		29	38	Starting equipment of Chapter 8
Effect				
DEX Increase 2.				

Genis Sage



MAGIC CLOAK				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		32	55	Starting equipment of Chapters 3, 4, and 7
Effect				

DRUID CLOAK				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		82	142	Starting equipment of Chapter 8
Effect				
Relax.				

RARE CIRCLET				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		9	15	Starting equipment of Chapter 3, 4, and 7
Effect				

AIFREAD'S HAT				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		18	14	Starting equipment of Chapter 8
Effect				
A. ATK Increase 2.				

RARE BRACELET				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		19	11	Starting equipment of Chapters 3, 4, and 7
Effect				

KAISER BRACELET				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		42	24	Starting equipment of Chapter 8
Effect				

Regal Bryant



MAGIC CLOAK				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		32	55	Starting equipment of Chapters 4, 5, and 6
Effect				

CERULEAN ROBE				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		82	108	Starting equipment of Chapter 8
Effect				
Increases Fire resistance by 50%. Increases Water resistance by 20%.				

RARE CIRCLET				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		9	15	Starting equipment of Chapter 4, 5, and 6
Effect				

ELEMENTAL CREST				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		14	18	Starting equipment of Chapter 8
Effect				
Increases Fire resistance by 20%. Increases Water resistance by 20%. Increases Wind resistance by 20%. Increases Earth resistance by 20%.				

RARE BRACELET				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		19	11	Starting equipment of Chapter 4, 5, and 6
Effect				

KAISER BRACELET				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		42	24	Starting equipment of Chapter 8
Effect				

Sheena Fujibayashi



AMBER ROBE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		37	50	Starting equipment of Chapters 4, 5, 6, and 7

Effect



VIRIDIAN ROBE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		120	70	Starting equipment of Chapter 8

Effect

Increases Earth resistance by 50%, Increases Wind resistance by 20%.



RARE CIRCLET

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		9	15	Starting equipment of Chapters 4, 5, 6, and 7

Effect



ELEMENTAL CREST

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		14	18	Starting equipment of Chapter 8

Effect

Increases Fire resistance by 20%, Increases Water resistance by 20%, Increases Wind resistance by 20%, Increases Earth resistance by 20%.



RARE BRACELET

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		19	11	Starting equipment of Chapters 4, 5, 6, and 7

Effect



DRAUPNIR

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		24	42	Starting equipment of Chapter 8

Effect

Happiness 2

Zelos Wilder



SPLINT MAIL

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		55	32	Starting equipment of Chapters 5 and 7

Effect



GOLDEN ARMOR

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		152	88	Starting equipment of Chapter 8

Effect

Resurrect



DUEL HELM

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		15	9	Starting equipment of Chapters 5 and 7

Effect

Increases Physical Attack 2



GOLDEN HELM

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		20	12	Starting equipment of Chapter 8

Effect

Regenerate 2.



RARE BRACELET

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		19	11	Starting equipment of Chapters 5 and 7

Effect



KAISER BRACELET

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		42	24	Starting equipment of Chapter 8

Effect

Presea Combatir



IRON GUARD

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		45	59	Starting equipment of Chapters 6 and 7

Effect



PRISM PROTECTOR

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		103	137	Starting equipment of Chapter 8

Effect

Increases Resistance to Elemental attributes by 20%.



ANCIENT RIBBON

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		16	12	Starting equipment of Chapters 6, 7, and 8

Effect

TP Increase 2.



SNOW MITTENS

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		13	17	Starting equipment of Chapters 6 and 7

Effect

Increases Wind resistance by 20%.



QUEEN MITTENS

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		29	38	Starting equipment of Chapter 8

Effect

DEX Increase 2.

Lloyd Irving



MUMBANE

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		142	82	Starting equipment of Chapter 8

Effect

Increases Water resistance by 20%, Increases Earth resistance by 20%, Increases Ice resistance by 20%, Increases Darkness resistance by 20%.



DUEL HELM

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		15	9	Starting equipment of Chapter 8

Effect

P. ATK Increase 2



KAISER BRACELET

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
		42	24	Starting equipment of Chapter 8

Effect



ACCESSORIES

Charms



POISON CHARM

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
4970	2485			Hima shop, Asgard Ruins treasure chest

Effect

Poison resistance increased by 30%. Water resistance increased by 20%



POISON PERIAPT

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	7800			Synthesis

Effect

Poison resistance increased by 100%. Water resistance increased by 50%



PARALYSIS CHARM

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
4970	2485			Flanor shop

Effect

Paralysis resistance increased by 30%. Ice resistance increased by 20%



PARALYSIS PERIAPT

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	7800			Synthesis

Effect

Paralysis resistance increased by 100%. Ice resistance increased by 50%



STONE CHARM

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
4970	2485			Iselia shop, Cape Fortress treasure chest

Effect

Petrify resistance increased by 30%. Earth resistance increased by 20%



STONE PERIAPT

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	7800			Synthesis, Drugged by Magar (8)

Effect

Petrify resistance increased by 100%. Earth resistance increased by 50%



WEAK CHARM

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
4970	2485			Palma Costa shop, Temple of Darkness treasure chest

Effect

Weak resistance increased by 30%. Light resistance increased by 20%



WEAK PERIAPT

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	7800			Synthesis

Effect

Weak resistance increased by 100%. Light resistance increased by 50%



VIRUS CHARM

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
4970	2485			Triet shop, Cape Fortress treasure chest

Effect

Sickness resistance increased by 30%. Fire resistance increased by 20%



VIRUS PERIAPT

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	7800			Synthesis

Effect

Sickness resistance increased by 100%. Fire resistance increased by 50%



SEAL CHARM

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
4970	2485			Asgard shop, Underground Ruins treasure chest

Effect

Sealed Artes resistance increased by 30%. Wind resistance increased by 20%



SEAL PERIAPT

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	7800			Synthesis

Effect

Sealed Artes resistance increased by 100%. Wind resistance increased by 50%



SHOCK CHARM

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
4970	2485			Flanor shop, Temple of Darkness treasure chest

Effect

Shock resistance increased by 30%. Lightning resistance increased by 20%



SHOCK PERIAPT

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	7800			Synthesis

Effect

Shock resistance increased by 100%. Lightning resistance increased by 50%



SLEEP CHARM

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
4970	2485			Flanor shop, Temple of Darkness treasure chest

Effect

Sleep resistance increased by 30%. Darkness resistance increased by 20%



SLEEP PERIAPT

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	7800			Synthesis

Effect

Sleep resistance increased by 100%. Darkness resistance increased by 50%



AMULET

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
3250	1625			Triet shop, Sybak shop

Effect

Physical ailment resistance increased by 30%



BLUE AMULET

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	4060			Synthesis

Effect

Physical ailment resistance increased by 60%



TALISMAN

Buy Price	Sell Price	P. ATK	A. ATK	Main Location
3250	1625			Asgard shop, Flanor shop

Effect

Magical ailment resistance increased by 30%



BLUE TALISMAN				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	4060			Synthesis
Effect				
Magical ailment resistance increased by 60%.				

Rings

ELECTRUM RING				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	5200	1	1	Dropped by Alice (AI), Synthesis
Effect				

PLATINUM RING				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	6786	5	5	Dropped by Pyanosson, Synthesis
Effect				

MYTHRIL RING				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	8060	9	9	Dropped by Maimakterion, Synthesis
Effect				

ORICHALCUM RING				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	10725	13	13	Dropped by Poseidon, Synthesis
Effect				

GARNET RING				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	11440	1	1	Dropped by Decus (AI), Synthesis
Effect				
Fire Elemental/Artes				

AQUAMARINE RING				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	12675	5	5	Synthesis
Effect				
Water Elemental/Artes				

OPAL RING				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	12675	5	5	Synthesis
Effect				
Wind Elemental/Artes				

RUBY RING				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	11440	1	1	Synthesis
Effect				
Earth Elemental/Artes				

SARDONYX RING				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	15750	9	9	Synthesis
Effect				
Lightning Elemental/Artes				

SAPPHIRE RING				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	15750	9	9	Synthesis
Effect				
Ice Elemental/Artes				

TOPAZ RING				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	19875	13	13	Synthesis
Effect				
Light Elemental/Artes				

AMETHYST RING				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	19875	13	13	Synthesis
Effect				
Darkness Elemental/Artes				

Symbols


HEAL MARK				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	7200	3600		Asgard shop, Dropped by Magnar (AI)
Effect				
Life Drain 1				

HEAL SYMBOL				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	12599			Synthesis
Effect				
Life Drain 2				


MANA MARK				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	7200	3600		Palmaosta shop, Flanor shop
Effect				
Sprint Drain 1				

MANA SYMBOL				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	12599			Dropped by Decus (B), Synthesis
Effect				
Sprint Drain 2				

HOLY MARK				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	7200	3600		Triset shop, Temple of Lightning treasure chest
Effect				
Regenerate 1.				

	HOLY SYMBOL			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	12599			Martel Church treasure chest, Dropped by Commander Brute
Effect				
Regenerate 2				

	SPIRIT MARK			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
7200	3600			Flanor shop, Dropped by Richter (B)
Effect				
Relax 1.				


	MENTAL SYMBOL			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	12599			Synthesis
Effect				
Relax 2				

	MYSTIC MARK			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
7200	3600			Flanor shop, Dropped by Richter (B)
Effect				
Speed Cast 1				


	MYSTIC SYMBOL			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	12599			Lezareno Company Building Number Two treasure chest, Dropped by Alice (B)
Effect				
Speed Cast 2				


Capes


	CAPE				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
150	75	3	3	Luin shop, Dynasty Ruins treasure chest	
Effect					


	LEATHER CAPE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
374	187	11	11	Hakonesia Peak shop, Dynasty Ruins treasure chest
Effect				


	THIEF'S CAPE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
1992	996	18	18	Triet shop, Synthesis
Effect				
Stealth 1				


	ELVEN CAPE				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
8592	4296	26	26	Katz' Village shop, Martel Temple	
Effect					
Magical ailment resistance increased by 30%.					


	WATER CAPE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
2792	1396	16	16	Triet shop, Triet Ruins treasure chest
Effect				
Fire resistance increased by 20%.				

	AEGIR'S CAPE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	6328	33	33	Synthesis
Effect				
Fire resistance increased by 50%, Water resistance increased by 20%.				

	LIGHTNING CAPE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
2792	1396	16	16	Hakonesia Peak shop, Dynasty Ruins treasure chest
Effect				
Water resistance increased by 20%				


	THOR'S CAPE				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location	
	6328	33	33	Synthesis	
Effect					
Water resistance increased by 50%, Lightning resistance increased by 20%.					


	ICE CAPE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
2792	1396	16	16	Asgard shop
Effect				
Wind resistance increased by 20%				

	YMIR'S CAPE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	6328	33	33	Synthesis
Effect				
Wind resistance increased 50%, Ice resistance increased by 20%				

	WIND CAPE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
2792	1396	16	16	Sybak shop, temple of Lightning treasure chest
Effect				
Lightning resistance increased by 20%.				

	FREYJA'S CAPE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	6328	33	33	Synthesis
Effect				
Lightning resistance increased by 50%, Earth resistance increased by 20%				

	FIRE CAPE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
2792	1396	16	16	Flanor shop, Temple of Ice treasure chest
Effect				
Ice resistance increased by 20%.				

	FORSETTI'S CAPE			
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
-	6328	33	33	Dropped by Hawk (B), Synthesis
Effect				
Earth resistance increases by 50%, Air resistance increases by 20%				

SURTR'S CAPE				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
6328	33	33		Synthesis
Effect				
Ice resistance increased by 50%. Fire resistance increased by 20%.				

DARKNESS CAPE				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
2792	1396	16	16	Altamira shop, Lecarero Company Building Number two treasure chest
Effect				
Light resistance increased by 20%				

WODEN'S CAPE				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
6328	33	33		Synthesis
Effect				
Light resistance increased by 50%. Darkness resistance increased 20%.				

LIGHT CAPE				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
2792	1396	16	16	Mitokio shop, Lecarero Company Building Number two treasure chest
Effect				
Darkness resistance increased by 20%				

BALDR'S CAPE				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
6328	33	33		Synthesis
Effect				
Darkness resistance increased by 50%, light resistance increased by 20%				

Boots

BOOTS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
90	45	7	7	Luin shop, Hakonesia Peak shop
Effect				

LEATHER BOOTS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
120	4	4		Synthesis
Effect				

LONG BOOTS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
704	7	7		Synthesis
Effect				
Delay.				

HEAVY BOOTS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
810	9	9		Synthesis
Effect				

STURDY BOOTS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
1204	11	11		Synthesis
Effect				

FEATHER BOOTS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
2330	13	13		Synthesis
Effect				
Run Away				

COMBAT BOOTS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
6615	16	16		Synthesis
Effect				
DEX Increase 1				

STUDED BOOTS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
4740	18	18		Synthesis
Effect				
P. ATK Increase 1				

SEVEN LEAGUE BOOTS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
9075	20	20		Synthesis
Effect				
P. Ailment resistance increased by 30%. Relax 1				

PERSIAN BOOTS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
9600	20	20		Synthesis
Effect				
All Element resistance increased by 20%. Stealth 2				

Jewels

GARNET				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
33120	16560			Inset shop, Iouze Valley Mine treasure chest
Effect				
Fire resistance and Ice resistance increased by 20%.				

AQUAMARINE				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
33120	16560			Luin shop, Dropped by Ladon
Effect				
Water resistance and Fire resistance increased by 20%				

OPAL				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
33120	16560			Agard shop, Underground Ruins treasure chest
Effect				
Wind resistance and Earth resistance increased by 20%				

RUBY				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
33120	16560			Meltoko shop, Temple of Earth treasure chest
Effect				
Earth resistance and Lightning resistance increased by 20%.				

SARDONYX				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
33120	16560			Sybak shop, Lezaren Company Building Number Two treasure chest
Effect				
Lightning resistance and Water resistance increased by 20%.				

SAPPHIRE				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
33120	16560			Flanor shop, Izo Valley Mine treasure chest
Effect				
Ice resistance and Wind resistance increased by 20%.				

TOPAZ				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
33120	16560			Meltoko shop, Temple of Lightning treasure chest
Effect				
Light resistance and Darkness resistance increased by 20%.				

AMETHYST				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
33120	16560			Meltoko shop, Izo Valley Mine treasure chest
Effect				
Darkness resistance and Light resistance increased by 20%.				

Statues

ARCANUM WINGS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	765			Gladheim treasure chest, Synthesis
Effect				
Item Finder 2, A. ATK Increase 2, VS Insect 3				

INNOCENT BLOOD				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	765			Synthesis
Effect				
A. DEF Increase 2, VS Beast 3, Relax 2				

EDGE WALKER				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	765			Synthesis
Effect				
Sprint Dash 2, DEX Increase 2, VS Plant 3				

LORD OF CHAOS				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	765			Synthesis
Effect				
Speed Cast 2, TP Increase 2, VS Dragon 3.				

GROUND BREAKER				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	765			Synthesis
Effect				
HP Increase 2, VS Aquatic 3, Life Charge				

JIHAD				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	765			Synthesis
Effect				
A. DEF Increase 2, VS Ghost 3, Concentrate 2				

DAMNATION				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	765			Synthesis
Effect				
P. DEF Increase 2, VS Magical Being 3, Regenerate 2				

HEART WARDEN				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	765			Synthesis
Effect				
Resurrect, HP Increase 2, VS Demon 3				

FERAL SHADOW				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	765			Synthesis
Effect				
P. ATK Increase 2, VS Bird 3, Critical 2				

BRIGHT FLAME				
Buy Price	Sell Price	P. ATK	A. ATK	Main Location
	765			Synthesis
Effect				
P. ATK Increase 2, VS Free Form 3, Lure 2				





SYNTH ITEMS



BLUE FLUID

Sell Price	Main Location
590	Quest Reward (Rank C), Dropped by Mouse, Quest treasure chest (Rank D)



RED FLUID

Sell Price	Main Location
615	Dropped by Lugia and Ooze



DEVIL'S BLOOD

Sell Price	Main Location
982	Dropped by Hippogryph and Blood Sucker, Stolen from Were Bat



OGRE'S BLOOD

Sell Price	Main Location
647	Temple of Earth treasure chest, Dropped by Red Ogre and Ogre, Quest treasure chest (Rank S)



ANIMA

Sell Price	Main Location
800	Toze Valley Mine, Dropped by Dionaea, Night Stalker, and Phantom



ANIMUS

Sell Price	Main Location
910	Cape Fortress treasure chest, Dropped by Pale Rider and Wrath, Toze Valley Mine treasure chest



PEBBLE

Sell Price	Main Location
9	Quest treasure chest (Rank D), Dropped by Automaton Pit Fiend, and Golem



WEAPON FRAGMENT

Sell Price	Main Location
605	Dropped by Made in Heaven, Living Sword, Machina, and Pollargest



RABBIT TAIL

Sell Price	Main Location
546	Dropped by Porthos (A), Carbuncle, Micasa, and Cotton Tail



BEAUTIFUL FLOWER

Sell Price	Main Location
905	Gladheim treasure chest, Stolen from Puck and Gracils, Quest treasure chest (Rank C)



WOLF FUR

Sell Price	Main Location
367	Dropped by Athos (A), Black Wolf, Wolf Heddin, and Hell Hound



ELECTRUM

Sell Price	Main Location
1920	Dropped by Made in Heaven and Pandora, Stolen from Pudding and Blue Rose



ELEMENTAL FRAGMENT

Sell Price	Main Location
540	Toze Valley Mine, Dropped by Wind Master Prime, Vortex, and Igniter



STINGER

Sell Price	Main Location
173	Dropped by Antares, Queen, Girtabilli, and Killer Bee



ORICHALCUM

Sell Price	Main Location
23112	Lezareno Company Building Number Two treasure chest, Dropped by Richter, Synthesis



BROKEN SWORD

Sell Price	Main Location
110	Dropped by Night Stalker, Stolen from Ghoul, Dark Rider



SEASHELL

Sell Price	Main Location
68	Dropped by Siren, Rasalka, Jasconius, and Asrai



ROUGH LEATHER

Sell Price	Main Location
552	Dropped by Moon Rocks, Cockatrice, Dodo



YELLOW FLUID

Sell Price	Main Location
611	Dropped by Pudding and Jelly



LARGE SCALE

Sell Price	Main Location
982	Gladheim treasure chest, Stolen from Elder Dragon and Wyvern Lord



LARGE SCYTHE

Sell Price	Main Location
552	Dropped by Popsickle, Simoriah, Lumber Jack, and Killer Mantis



LARGE SHELL

Sell Price	Main Location
1723	Gladheim treasure chest, Dropped by Jasconius and Zaratan



ROC'S FEATHER

Sell Price	Main Location
155	Quest treasure chest (Rank D), Dropped by Izimbira and Garuda, Stolen from Simurgh



GLITTERING SAND

Sell Price	Main Location
770	Quest treasure chest (Rank C), Dropped by Blue Rose and Asrai



SPOILED MEAT

Sell Price	Main Location
19	Dropped by Ghoul, Corpse, Bussage and Zombie



BEAK

Sell Price	Main Location
737	Dropped by Aepyornis, Sphinx, Axe Beak



BLACK FLUID

Sell Price	Main Location
643	Quest treasure chest (Rank C), Dropped by Slime Mold



CRAWLER'S SILK

Sell Price	Main Location
370	Quest treasure chest (Rank C), Dropped by Neurotica and Lookin, Stolen from Habbrot



DEADLY POISON

Sell Price	Main Location
885	Quest treasure chest (Rank A), Synthesis, Stolen from Hydra



FROG OIL

Sell Price	Main Location
875	Dropped by Baal and Bullfrog



FROG EGGS

Sell Price	Main Location
80	Quest treasure chest (Rank D), Dropped by Bullfrog and Heget

	FLUFFY FUR
Sell Price	Main Location
55	Dropped by Mirka, Galf Beast, Aramis, and Griffin

	PHILOSOPHER'S STONE
Sell Price	Main Location
4644	Cape Fortress and Twilight Palace treasure chests, Stolen from Richter (D) and Egeborian

	IMP'S TAIL
Sell Price	Main Location
287	Dropped by Imp and Cacodemon

	IMP'S WING
Sell Price	Main Location
154	Dropped by Gremlin, Pit Fiend, and Pied Piper

	ORE
Sell Price	Main Location
160	Stolen from Megalith, Pit Fiend, Clay Golem, and Mousse

	INSECT FLUID
Sell Price	Main Location
82	Temple of Earth treasure chest, Dropped by Pit Spider, Antares, and Tarantula

	FRAGRANT WOOD
Sell Price	Main Location
819	Cape Fortress treasure chest, Quest treasure chest (Rank A), Dropped by Gerichthalde and Mandocello

	GOLEM FRAGMENT
Sell Price	Main Location
450	Dropped by Helion, Ialos, Ice Titan, and Rock Golem

	MOSS
Sell Price	Main Location
134	Dropped by Stinkhorn, Marcid, and Fungus, Stolen from Lunantiside

	OLD COIN
Sell Price	Main Location
745	Dropped by Ghost and Lucca, Stolen from Grave Digger

	BROKEN ARMOR
Sell Price	Main Location
108	Dropped by Iximba, Pale Rider, and Crusader

	INSECT'S WING
Sell Price	Main Location
87	Dropped by Queen, Lumber Jack, Hornet, and Killer Bee

	FISH SCALE
Sell Price	Main Location
96	Dropped by Nixie, Barracuda, Selkie, and Echeis

	CORAL
Sell Price	Main Location
902	Dropped by Siren, Selkie, and Rusalka, Stolen from Merrow

	EVIL EYE
Sell Price	Main Location
905	Quest treasure chest (Rank B), Dropped by Echidna, Moon Rocks, and Basilisk

	MUSK
Sell Price	Main Location
687	Quest Reward (Rank S), Dropped by Titan and Ruby Deer, Stolen from Gargon

	TREE SAP
Sell Price	Main Location
584	Quest treasure chest (Rank S), Dropped by Treant, Lunantiside, and Truncata

	PURE SILVER
Sell Price	Main Location
582	Dropped by Rock Golem, Gargoyle, Epitaph, and Machina

	STRONG BONE
Sell Price	Main Location
672	Quest Reward (Rank S), Dropped by Grave Digger, Bastiage, and Cross Bone

	PLANT VINE
Sell Price	Main Location
53	Dropped by Truncata, Gracilo, Hirsuta, and Caeruea

	STATUE FRAGMENT
Sell Price	Main Location
573	Dropped by Epitaph, Colossus, Goliath, and Gaingyle

	SPIDER'S NET
Sell Price	Main Location
184	Quest treasure chest (Rank D), Dropped by Arachne, Simoniath, Spider

	SLIME OIL
Sell Price	Main Location
228	Dropped by Liquea, Pudding, Slime Mold, and Ooze

	SHARP CLAW
Sell Price	Main Location
110	Dropped by Onon and Sphinx, Stolen from Wolf Heddin and Grisley

	STONE BLOCK
Sell Price	Main Location
316	Treet Ravus treasure chest, Dropped by Megalith, Roc, and Golem

	FEMUR
Sell Price	Main Location
187	Dropped by Graeae and Undertaker, Stolen from Skeleton

	SALIVA
Sell Price	Main Location
114	Dropped by Poison Leech, Blood Sucker, Blood Bound, and Ghoul

	HAWK'S EYE
Sell Price	Main Location
1061	Gladshelm treasure chest, Dropped by Raven, Quest treasure chest (Rank C)

	MANE
Sell Price	Main Location
244	Dropped by Athes and Mirka, Stolen from Fenrir and Manticores

	DAMASCUS
Sell Price	Main Location
4077	Dropped by Ialos, Gurtabili, and Mounblade, Stolen from Slime Mold


	STEEL BALL
Sell Price	Main Location
934	Dropped by Poltergeist, Stolen from Rock Eater and Jelly, Synthesis

	ELASTIC LEATHER
Sell Price	Main Location
131	Dropped by Manitou, Earth Eater, Mia Culpa, and Poguskie

	SMALL FANG
Sell Price	Main Location
44	Dropped by Black Wolf, Kosh, Wolf, and Cerberus


	BLOODY CLOTH
Sell Price	Main Location
120	Quest treasure chest (Rank S), Dropped by Undertaker, Haunt, and Ghost


	BIRD EGG
Sell Price	Main Location
192	Dropped by Peepst and Jabber

	HORN
Sell Price	Main Location
128	Dropped by Titan and Salamander


	HUNTING HORN
Sell Price	Main Location
666	Quest reward (Rank S), Stolen from Pied Piper, Synthesis


	JAR FRAGMENT
Sell Price	Main Location
244	Quest treasure chest (Rank D), Sea Monk, Kraken, and Charybdis


	DEMON'S HORN
Sell Price	Main Location
491	Quest treasure chest (Rank S), Dropped by Archdemon, Vroom and Demon

	DEMON'S WING
Sell Price	Main Location
187	Quest treasure chest (Rank A), Dropped by Demon and Corduroy


	TURTLE SHELL
Sell Price	Main Location
650	Dropped by Aspidochelon, Dark Steel, Zarsan, and Tortoise


	LIZARD SKIN
Sell Price	Main Location
309	Dynasty Ruins treasure chest Isella Human Ranch Ruins treasure chest, Dropped by Lizard

	LIZARD TAIL
Sell Price	Main Location
134	Quest treasure chest (Rank D), Quest treasure chest (Rank B), Dropped by Basilisk and Lizard


	SKULL
Sell Price	Main Location
776	Quest treasure chest (Rank C), Dropped by Haunt and Skeleton, Stolen from Demon


	CHICKEN BONES
Sell Price	Main Location
254	Temple of Earth treasure chest, Dropped by Graee, Quest treasure chest (Rank S)


	BIRD FEATHER
Sell Price	Main Location
45	Dropped by Aello, Aze Beak, Furie, Cockatrice

	TREANT BULB
Sell Price	Main Location
623	Quest treasure chest (Rank C), Stolen from Treant, Dropped by Mandocello

	POINTED HORN
Sell Price	Main Location
846	Gladheim treasure chest, Dropped by Vroom, Corduroy, Archdemon

	THICK LEAF
Sell Price	Main Location
73	Dropped by Korigan, Alsaune, Hamadryad, Lailah

	SLOUGH
Sell Price	Main Location
195	Underground Ruins treasure chest, Dropped by Viper, Kosh, Serpent


	SLIME MOLD
Sell Price	Main Location
668	Dropped by Amanita and Vaudeville, Stolen from Stinkhorn and Toadstool

	HARPY'S FEATHER
Sell Price	Main Location
693	Quest treasure chest (Rank S), Stolen from Furie and Seiren, Dropped by Aello


	ASHES
Sell Price	Main Location
48	Quest treasure chest (Rank D), Dropped by Banshee, Wraith, Phantom

	BAT FANG
Sell Price	Main Location
22	Dropped by Dogma, Were Bat, Dire Bat, Light Wing


	BAT WING
Sell Price	Main Location
424	Dropped by Dogma, Were Bat, Dire Bat, Light Wing


	FLOWER PETALS
Sell Price	Main Location
65	Quest treasure chest (Rank D), Quest treasure chest (Rank C) Isella Human Ranch Ruins treasure chest, Dropped by Dionaea


	SCATTERED BONES
Sell Price	Main Location
34	Dropped by Cross Bone and Skeleton

	WYVERN'S SCALE
Sell Price	Main Location
287	Dropped by Wyvern and Wyvern Lord


	WYVERN'S SKIN
Sell Price	Main Location
582	Quest treasure chest (Rank B), Dropped by Wyvern Lord (shiranti), and Wyvern

	WYVERN'S WING
Sell Price	Main Location
728	Gladheim treasure chest, Dropped by Vouvre, Bakunawa, and Sea Wyvern

	PHOENIX'S WING
Sell Price	Main Location
2103	Quest treasure chest (Rank A), Dropped by Phoenix, Quest treasure chest (Rank A)

	LEAF MOLD
Sell Price	Main Location
159	Dropped by Toadstool, Marcod, and Stinkhorn


	SPONGY SKIN
Sell Price	Main Location
316	Dropped by Nardowie, Heget, Gannes, and Baal


	BEAR SKIN
Sell Price	Main Location
617	Quest treasure chest (Rank A), Dropped by Were Bear, Cave Bear, and Grisley

	KNIFE
Sell Price	Main Location
666	Stolen from Gremlin and Zombie

	INK
Sell Price	Main Location
752	Underground Ruins treasure chest, Dropped by Charybdis, Lusa, Sea Bishop


	TWISTED HORN
Sell Price	Main Location
957	Cape Fortress treasure chest, Earth Ester, Salamander, and Manticores

	MONSTER EXTRACT
Sell Price	Main Location
902	Quest treasure chest (Rank C), Quest treasure chest (Rank S), Dropped by Poison Leech, Stolen from Light Wing

	COCOON
Sell Price	Main Location
453	Lower of Mana treasure chest, Dropped by Huberot, Neurotica, and Embryo


	MYTHRIL
Sell Price	Main Location
1500	Dropped by Ice Titan and Mythril Golem, Synthesis


	MIMIC FRAGMENT
Sell Price	Main Location
672	Temple of Darkness treasure chest, Dropped by Shape Shifter, Pandora, Mimic


	LUMBER
Sell Price	Main Location
342	Quest treasure chest (Rank D), Treant, Orcrot, and Mimic

	CHARCOAL
Sell Price	Main Location
577	Dropped by Bartek, Synthesis

	GHOST'S CLOTH
Sell Price	Main Location
672	Dropped by Ravenous, Grave Digger, Banshee, Stolen from Crusader

	LAMIA'S BRACELET
Sell Price	Main Location
611	Quest treasure chest (Rank B), Dropped by Gorgon and Erinyes


	LAMIA'S HAIR TIE
Sell Price	Main Location
313	Quest treasure chest (Rank B), Dropped by Gorgon and Moirae

	LAMIA'S TAIL
Sell Price	Main Location
109	Quest treasure chest (Rank B), Dropped by Lamia, Ruby Dear, and Echidna


	DRAGON'S BONE
Sell Price	Main Location
718	Dropped by Wyrm and Hydra

	DRAGON'S SCALE
Sell Price	Main Location
291	Dropped by Shadow Dragon, Stolen from Wyrm, and Jormungandr


	DRAGON'S CLAW
Sell Price	Main Location
236	Quest treasure chest (Rank A), Dropped by Blade Rex, Wyrm, and Elder Dragon


	DRAGON'S FANG
Sell Price	Main Location
460	Dropped by Hydra, Were Dragon, and Tiamat

	DRAGON'S ANGER
Sell Price	Main Location
1259	Quest reward (Rank S), Stolen from Falnir, Blade Rex, and Tiamat


	DRAGON'S BLOOD
Sell Price	Main Location
810	Dropped by Leech King and Blood Bound, Stolen from Moumblade and Dire Bat

	DRAGON'S HORN
Sell Price	Main Location
933	Dropped by Schizos, Falnir, Blade Rex, and Shadow Dragon

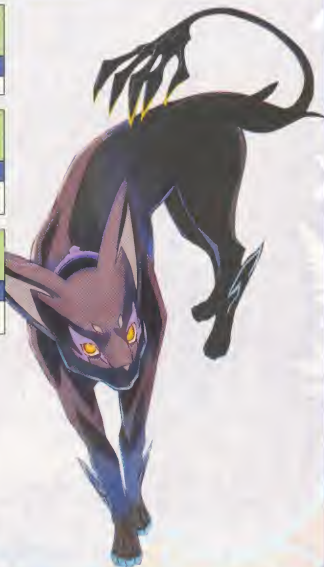
	DRAGON'S SKULL
Sell Price	Main Location
700	Dropped by Jormungandr and Falnir, Stolen from Vorpal Bunny

	QUALITY SCALE
Sell Price	Main Location
582	Dropped by Barracuda, Remora, and Echeneis, Stolen from Jasconius

	QUALITY SHELL
Sell Price	Main Location
910	Quest treasure chest (Rank S), Dropped by Moirae, Aspidocoleon, and Dark Steel

	QUALITY STONE
Sell Price	Main Location
963	Temple of Darkness treasure chest, Temple of Lightning treasure chest, Dropped by Helion and Megalith

	ROPER FEELER
Sell Price	Main Location
196	Dropped by Incognito, Gamat, Anemone, and Blue Rose



Cooking

Here is a complete list of the recipes you receive from Wonder Chef throughout the game.

Rice Ball

Grains x1

Spices x1



Sashimi

Seafood x1

Seafood x1



Grill

Proteins x1

Spices x1

Proteins x1



Rice Bowl

Grains x1

Proteins x1

Spices x1



Omelet

Grains x1

Vegetable x1

Spices x1

Egg x1

Egg x1



Stew

Proteins x1

Vegetable x1

Spices x1



Gratin



Grains x1

Spices x1

Milk x1

Pickled Vegetable

Vegetable x1

Spices x1



Fried Rice

Grains x1

Seafood x1

Egg x1



Dessert



Fruits x1

Fruits x1

Milk x1

Steak

Proteins x1

Spices x1



Soup

Proteins x1

Vegetable x1

Spices x1



Sandwich



Grains x1

Vegetable x1

Spices x1

Burrito

Grains x1

Proteins x1



Curry

Proteins x1: Konjac, Beef Strips, Tofu

Vegetable x1: Cabbage, Cucumber, Radish, Tomato, Bell Pepper, Lettuce

Grains x1: Pasta, Bread, Roll, Flour

Spices x1: Miso, Black Satay


NG Ingredients: Mushroom, Onion, Carrot, Potato, Rice, Barley Rice, Purple Satay, White Satay

NG Additional: Apple, Milk


Monster Book

This chapter documents every vital statistic for all 232 monsters in the game—plus the bosses. Note that entries featuring two numbers with a slash between them indicate unique stats when a monster is a friend or a foe. The first number corresponds to the monster's stat when you are battling it; the second number refers to the value when the creature is fighting at your side as an ally.


001 Filifolia

Type: Plant		Element: Earth					
Pact: 60%		Residence: Tower of Mana					
		EXP:		16			
		Gald:		0			
		Drop 1:		Plant Vine 45%			
		Drop 2:		Grey Manuscript 11%			
		Leave:		Apple Gel			
Steal:							
LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
2	25	C			E	0	
HP	TP	P.ATK	A.ATK	DEF	A. DEF	DEX	LUCK
50/412	23/18	59/49	49/41	60/49	69/57	67/54	15/15
SKILLS							
LVL 1	Aquatic 1			LVL 15 Happiness 1			
LVL 6	Luck Increase 1			LVL 25 Resist Wind 1			
RESISTANCES (%) & ARTES							
Fire		Water		Wind		Earth	
0		0		50		+25	
Lightning		Ice		Light		Darkness	
+50		0		0		0	
LVL	Name			TP			
3	(Base) Upper Cut			3			
10	(Base) Search Gald			11			
LVL	Power	Hit	Effect				
3	C	C	Knocks the enemy back.				
10	Randomly discovers 1-100 Gold in the earth. The Gold you find is added to the Gald category in your victory screen.						

002 Caerurea

Type: Plant		Element: Earth						
Pact: 45%		Residence: Balacul Mausoleum						
		EXP:	190					
		Gald:	0					
		Drop 1:	Plant Vine 49%					
		Drop 2:	Thick Leaf 34%					
		Leaves:	Cure Bottle					
Steal:								
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN			
22	50	C		E	0			
HP	TP	P.ATK	A.ATK	DEF	A. DEF	DEX	LUCK	
2439/427	111/16	320/59	230/41	258/44	338/62	253/44	31/31	
SKILLS								
LVL 1	Aquatic 1			LVL 30	Resist Petrify 2			
LVL 8	DEX Increase 1			LVL 40	Item Finder 1			
RESISTANCES (%) & ARTES								
Fire		Water		Wind		Earth		
0		0		23		+25		
Lightning		Ice		Light		Darkness		
+50		0		0		0		
LVL	Name		TP		Element			
5	(Base) Upper Cut		5		Earth 1			
10	(Base) Whirlwind		15		Earth 1			
20	(Base) Earth Shock		20		Earth 1			
LVL	Power	Hit	Effect					
5	C	C	Hits the enemy into the air and knocks them backwards.					
10	C	C	Spins leaves to attack surrounding enemies.					
20	C	C	Hits enemy with leaves to knock them down.					


004 Treant

Type: Plant		Element: Earth					
Pact: 30%		Residence: Iselia Human Ranch					
		EXP:		131			
		Gald:		0			
		Drop 1:		Lumber 41%			
		Drop 2:		Sap 15%			
		Leave:		Orange Gel			
Steal:		Treant Root 14%					
LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
14	100	C			E	0	
HP	TP	P.ATK	A.ATK	DEF	A. DEF	DEX	LUCK
1882/582	109/35	205/65	247/76	184/54	208/65	129/37	59/59
SKILLS							
LVL 1	VS Aquatic 2			LVL 45	Life Drain		
LVL 25	A. DEF Increase 2			LVL 55	Resist Wind 2		
LVL 30	Earth Element						
RESISTANCES (%) & ARTES							
Fire		Water		Wind		Earth	
0		0		50		+25	
Lightning		Ice		Light		Darkness	
+50		0		0		0	
LVL	Name			TP		Element	
5	(Base) Smash			4		Earth 1	
15	(Base) Nature's Roar			13		Earth 1	
LVL	Power	Hit	Effect				
5	C	C	Swings arms to attack the enemy. (P. DEF 30% down; 30% success; 30 seconds)				
15	C	C	Raise own A. ATK. (A. ATK 30% up; 100% success; 30 seconds)				

005 Mandocello

Type: Plant		Element: Earth					
Pact:		Residence: Gladsheim					
		EXP:	911				
		Gald:	0				
		Drop 1:	Fragment Wood 31%				
		Drop 2:	Treant Root 17%				
		Leave:					
		Steal:	Blue Savory 18%				
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
70	200	C		E	0		
HP	TP	P.ATK	A.ATK	DEF	A. DEF	DEX	LUCK
2850/582	507/40	745/60	888/66	65/45	897/70	595/47	64/64
SKILLS							
LVL 3	Resist Petrify 3			LVL 35	LUCK Increase 2		
LVL 10	VS Aquatic 3			LVL 40	P. DEF Increase		
LVL 25	SP Master 4			LVL 60	Glow		
LVL 32	Mental Charge						
RESISTANCES (%) & ARTES							
Fire		Water		Wind		Earth	
0		0		50		+25	
Lightning		Ice		Light		Darkness	
+50		0		0		0	

003 Orcrot

Type: Plant		Elements: Earth					
Pact: 30%		Residence: Quest: Temple of Darkness (Rank A)					
		EXP:		477			
		Gald:		0			
		Drop 1:		Lumber 51%			
		Drop 2:		Fragrant Wood 11%			
		Leave:		Life Bottle			
Steal:							
LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
50	100	C		E		0	
HP	TP	P.ATK	A.ATK	DEF	A. DEF	DEX	LUCK
1703/602	278/26	620/65	656/66	615/66	678/70	678/37	3/3
SKILLS							
LVL 1	VS Aquatic 2			LVL 45	A. ATK Increase 2		
LVL 5	TP Increase 2			LVL 55	Technical 1		
LVL 20	Spirit Drain 2						
RESISTANCES (%) & ARTES							
Fire		Water		Wind		Earth	
0		0		50		+25	
Lightning		Ice		Light		Darkness	
+50		0		0		0	
LVL	Name	TP		Element			
10	(Base) Fruition	13		Earth 1			
15	(Base) Giant's Might	39		Earth 1			
30	(Base) Verbal Blown	39		Wind 6			
40	(Base) Earth Shaker	53		Earth 1			
65	(Base) Green Wood	85		Earth 1			
LVL	Power	Hit	Effect				
10	B	C	Spreads seeds to attack enemies in the area (Paralysis LV3 30%)				
15			Raises own P.ATK. (P.ATK 30% up; 100% success; 10 seconds)				
30	B	B	Attacks enemies with breath. (Sleep LV3 30%)				
40	C	C	Jumps in the air then drops down to send enemies flying with a shockwave.				
65			Raises own A.ATK and A. DEF. (A.ATK & Res up 30%; 100% success; 30 seconds)				

006 Fungus

Type: Plant	Element: Dark
Pact: 60%	Resistance: Cambero Caves
	
EXP:	150
Gald:	0
Drop 1:	Miss 56%
Drop 2:	Leaf Mold 15%
Leaves:	Apple Gel
Steal:	

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
19	25	C		-	E	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
1937/379	86/14	337/66	175/36	321/65	181/37	293/57	16/16

SKILLS

LVL 1	VS Aquatic 1	LVL 15	Resist Light 1
LVL 3	Resist Sleep 1	LVL 23	EXP Plus 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	+25	+25

LVL	Name	TP	Element
3	(Base) Poison Breath	5	Water 0
3	(Base) Poison Mushroom	14	

LVL	Power	Hit	Effect
3	B	B	Shoots fluid to attack enemy (Poison LV1 10%)
B	A	B	Calls down mushrooms to attack enemies within the area (Poison LV1 10%)

007 Marcoird

Type: Plant	Element: Ice
Pact: 45%	Resistance: Cambero Caves
	
EXP:	156
Gald:	0
Drop 1:	Miss 43%
Drop 2:	Leaf Mold 15%
Leaves:	Orange Gel
Steal:	

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
18	50	C			E	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
1877/379	83/14	264/56	171/36	275/60	214/42	325/67	87/87

SKILLS

LVL 1	VS Aquatic 1	LVL 25	Paralysis Attack 1
LVL 15	Resist Paralysis 2	LVL 30	Resist Fire 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
-50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

LVL	Name	TP	Element
5	(Base) Poison Breath	8	Water 0
9	(Base) Nail Pull	14	
20	(Base) Spore	30	Dark 0

LVL	Power	Hit	Effect
5	B	B	Spits fluid to attack the enemy (Poison LV1 10%)
9	A	B	Spreads mushrooms to attack enemies in an area (Paralysis LV1 10%)
20	C	C	Spreads pollen to attack enemies in an area (Paralysis LV2 20%)

008 Stinkhorn

Type: Plant	Element: Ice
Pact: 45%	Resistance: Cambero Caves
	
EXP:	254
Gald:	0
Drop 1:	Miss 90%
Drop 2:	Leaf Mold 20%
Leaves:	Chamomile
Steal:	Slime Mold 14%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
21	50	C		-	E	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
6414/394	62/11	323/61	238/41	325/60	223/42	317/57	83/83

SKILLS

LVL 1	VS Aquatic 2	LVL 40	Ice Element
LVL 25	Relax 1	LVL 45	Resist Fire 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
-50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

LVL	Name	TP	Element
10	(Base) Dancing Spore	13	
15	(Base) Player Spore	20	Dark 0
35	(Base) Chameleon	54	Ice 1

LVL	Power	Hit	Effect
10	A	B	Spreads mushrooms to attack enemies in an area (Sick LV2 20%)
15	C	C	Spreads pollen to attack enemies in an area (Sick LV3 30%)
35	-	-	Inflicts weakening status on all enemies (Weak LV3 375%)

009 Toadstool

Type: Plant	Element: Dark
Pact: 45%	Resistance: Temple of Earth
	
EXP:	311
Gald:	0
Drop 1:	Mushroom 44%
Drop 2:	Leaf Mold 35%
Leaves:	Poison Bottle
Steal:	Slime Mold 10%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
36	50	C		E	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
4072/527	187/20	482/61	3767/49	453/58	324/41	525/66	49/49

SKILLS

LVL 1	VS Aquatic 2	LVL 25	Sleep Attack 2
LVL 15	Resist Sleep 2	LVL 30	HP Increase 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	+25	+25

LVL	Name	TP	Element
5	(Base) Poison Breath	8	Water 0
15	(Base) Wither	12	

LVL	Power	Hit	Effect
5	B	B	Spits fluid to attack the enemy (Poison LV2 20%)
9	B	B	Scatters mushrooms to attack enemies within a field (Poison LV2 30%)

010 Vaudeville

Type: Plant	Element: Dark
Pact: 45%	Resistance: Gladshiem
	
EXP:	845
Gald:	0
Drop 1:	Mushroom 67%
Drop 2:	Slime Mold 20%
Leaves:	
Steal:	Blue Lavender 10%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
70	100	C			E	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
28914/527	290/20	1032/71	573/39	1021/73	437/31	882/61	44/44

SKILLS

LVL 1	VS Aquatic 3	LVL 40	Technical 1
LVL 20	Resist Sleep 3	LVL 52	A. ATK Decrease Attack
LVL 30	Lure 3	LVL 60	SP Master 1
LVL 35	Life Charge		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	+25	+25

LVL	Name	TP	Element
5	(Base) Venomous Breath	7	Dark 1
15	(Base) Sleep Spore	11	
25	(Base) Nightmare	38	Dark 1

LVL	Power	Hit	Effect
5	B	B	Breathes to attack an enemy (Poison LV3 30%)
15	B	B	Spreads mushrooms to attack surrounding enemies (Sleep LV3 30%)
25	C	C	Spreads pollen to attack surrounding enemies (Sleep LV4 40%)
25	-	-	Puts all enemies to sleep (Sleep LV3 375%)

011 Etheliana

Type: Plant	Element: Wind
Pact: 60%	Resistance: Cambero Caves
	
EXP:	95
Gald:	0
Drop 1:	Plant Vine 46%
Drop 2:	Gory Manuscript 15%
Leaves:	Seal Bottle
Steal:	

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
12	25	C		0	0	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
1223/417	90/24	182/53	105/39	139/40	231/66	231/66	20/20

SKILLS

LVL 1	VS Aquatic 1	LVL 14	Scaled Artes Attack 1
LVL 7	Resist Sealed Artes 1	LVL 22	Resist Ice 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	-50	0	0

LVL	Name	TP	Element
3	(Base) Photosynthesis	3	
10	(Base) Tangle Bloom	17	Wind 1

LVL	Power	Hit	Effect
3	B	B	Restores 30% of max HP
10	B	B	Ejects pollen forward to attack the enemy (Mute LV1 10%)

012 Gracilis

Type: Plant	Element: Wind
Pact: 45%	Resistance: Iselia Human Ranch
	
EXP:	145
Gald:	0
Drop 1:	Plant Vine 65%
Drop 2:	Flower Petal 44%
Leaf:	Yellow Manuscript
Steal:	Beautiful Flower 21%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
13	50	C	0	0	0
HP	TP	P. ATK	A. ATK	DEF	DEX
4149/362	63/15	196/53	161/47	152/40	202/56

SKILLS	
LVL 1 VS Aquatic 2	LVL 35 Relax 1
LVL 15 A DEF Increase 2	LVL 45 Resist Ice 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	0	0	0

LVL	Name	TP	Element
10	(Base) Better Blossom	15	Wind 1
25	(Base) Pollen Lullaby	38	Wind 1
40	(Base) Breeding Birds	60	

LVL	Power	Hit	Effect
10	8	8	Shoots pollen forward to attack the enemy. (Decreases prep time 30%, 60 seconds)
25	8	8	Shoots pollen to attack the enemy. (Sleep LVL 2-3 20-30%)
40	8	8	Rolls on its side to charge at the enemy.

013 Shallow Grave

Type: Plant	Element: Earth
Pact: 45%	Resistance: Cambero Caves
	
EXP:	156
Gald:	0
Drop 1:	Plant Vine 40%
Drop 2:	Leaf Mold 20%
Leaf:	Apple Gel
Steal:	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
18	50	C	0	0	0
HP	TP	P. ATK	A. ATK	DEF	DEX
1702/357	93/17	311/63	150/32	191/40	223/51

SKILLS	
LVL 1 VS Aquatic 1	LVL 35 DEX Increase 2
LVL 15 Resist Wind 1	LVL 45 Item Finder 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
5	(Base) Photosynthesis	5	
8	(Base) Gimmer Dust	12	Wind 0
20	(Base) White Vine	30	

LVL	Power	Hit	Effect
5	-	-	Restores own HP by 30% of max.
8	8	A	Launches spores forward to attack. (Paralyze LVL 2 20%)
20	8	A	Spins the body to chain attacks on the enemy.

014 Truncata

Type: Plant	Element: Earth
Pact: 30%	Resistance: Quest: Cambero Caves (Rank 4)
	
EXP:	477
Gald:	0
Drop 1:	Plant Vine 77%
Drop 2:	Sap 10%
Leaf:	Life Beetle
Steal:	Beautiful Flower 14%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
51	100	C	0	0	0
HP	TP	P. ATK	A. ATK	DEF	DEX
18519/651	331/35	785/83	439/40	553/53	557/57

SKILLS	
LVL 1 VS Aquatic 2	LVL 40 Life Drain 2
LVL 8 A DEF Decrease Attack 2	LVL 60 Resist Wind 2
LVL 20 P DEF Increase 2	

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
5	(Base) Pollen Remedy	7	Wind 0
10	(Base) Cactus Rain	13	Water 0
20	(Base) Body Press	24	
50	(Base) Nightmare Bush	66	

LVL	Power	Hit	Effect
5	A	8	Shoots pollen forward to attack the enemy. (Weakness LVL 3 30%)
10	-	-	Scatters fluid at enemies over a wide area. (Lowers DEF 30%, 30% success: 60 seconds)
30	C	C	Jumps into the air to slam into an enemy and knock them down.
50	S	S	Spins its hands around wildly to launch a chain of attacks against the enemy.

015 Dionaea

Type: Plant	Element: Earth
Pact:	Resistance: Gladshelm
	
EXP:	911
Gald:	0
Drop 1:	Flower Petal 16%
Drop 2:	Anima 18%
Leaf:	
Steal:	Blue Savory 16%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
70	200	C	-	E	0
HP	TP	P. ATK	A. ATK	DEF	DEX
31981/651	510/41	812/48	508/40	661/50	826/62

SKILLS	
LVL 1 VS Aquatic 3	LVL 24 Item Finder 2
LVL 17 Resist Wind 3	LVL 37 Speed Decrease Attack 2
LVL 20 SP Master 1	LVL 46 DEX Increase 3

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
8	(Base) Pollen Lullaby	9	Wind 0
32	(Base) Body Press	24	
45	(Base) Nightmare Rush	51	
50	(Base) Galin's Anthem	87	Earth 2

LVL	Power	Hit	Effect
8	A	8	Shoots pollen to attack enemies. (Sleep LVL 4 40%)
32	C	C	Jumps up in the air to drop dust at the enemy.
45	S	S	Spins hands at high velocity to chain attacks against enemy.
50	A	B	Splits the earth directly below himself to attack enemies.

016 Mandragora

Type: Plant	Element: Earth
Pact: 60%	Resistance: Iselia Human Ranch
	
EXP:	87
Gald:	174
Drop 1:	Thick Leaf 34%
Drop 2:	
Leaf:	Apple Gel
Steal:	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
11	25	C	0	0	0
HP	TP	P. ATK	A. ATK	DEF	DEX
1114/341	46/11	161/48	208/66	118/36	206/62

SKILLS	
LVL 1 VS Aquatic 1	LVL 15 A ATK Increase 1
LVL 9 Stealth 1	LVL 20 Resist Wind 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
6	(Base) Earth Boar	20	Earth 1
8	(Base) Scream	16	
11	(Base) Belly Dance	22	Earth 1

LVL	Power	Hit	Effect
6	-	-	Restores one ally's TP by 15.
8	-	-	Lowers enemy's and ally's P. DEF (P. DEF 30% down, 75% success: 60 seconds)
11	-	-	Raises movement speed of all allies. (Movement speed 30% up, 75% success: 60 seconds)

017 Alraune

Type: Plant	Element: Dark
Pact: 45%	Resistance: Temple of Darkness
	
EXP:	233
Gald:	467
Drop 1:	Thick Leaf 70%
Drop 2:	
Leaf:	Orange Gel
Steal:	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
11	50	C	0	0	0
HP	TP	P. ATK	A. ATK	DEF	DEX
2360/341	86/11	305/43	430/66	279/41	427/62

SKILLS	
LVL 1 VS Aquatic 1	LVL 15 Sleep Attack 1
LVL 5 Resist Sleep 2	LVL 28 Resist Light 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	25	+25

LVL	Name	TP	Element
4	(Base) Earth Boar	12	Earth 0
12	(Base) Giga Scream	21	
19	(Base) Marabre Waltz	33	Dark 1
24	(Base) Rampage	36	

LVL	Power	Hit	Effect
4	-	-	Restores one ally's TP by 15.
12	-	-	Deals sick status to all enemies. (Sick LVL 3 75%)
19	-	-	Lowers the P. DEF and A. DEF of all enemies. (P. DEF 30% down, 50% success: 60 seconds) (A. DEF 30% down, 75% success: 60 seconds)
24	B	B	Attack the enemy with repetitive hits.

018 Korrigan

Type: Plant Element: Earth
Pact: 30% Residence: Quest: Volcanic Core (Rank A)



EXP: 449
Gald: 899
Drop 1: Thick Leaf 83%
Drop 2: Flower Petal 24%
Leave: Melange Gel
Steal: Beautiful Flower 16%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
48	100	C		C	0

HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
12585/356	12918	564/48	730/66	464/41	773/67	559/49	6/5

SKILLS

LVL 1	VS Aquatic 2	LVL 40	Happiness Sing 2
LVL 8	Resist Petriy	LVL 55	Resist Wind
LVL 10	Raise Dex 2		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
5	(Base) Pollen Blight	7	Wind 0
20	(Base) Abundance	39	Earth 1
30	(Base) Rampage	39	

LVL	Power	Hit	Effect
5	B	B	Fires pollen straight forward to attack the enemy. (Trembling LV.3 30%)
20			Raises all allies' Def and Res (Def 60% up, 75% success: 30 seconds) (Res 60% up, 75% success: 30 seconds)
30	B	B	Attack the enemy with a flurry of hits.

019 Hamadryad

Type: Plant Element: Earth
Pact: 45% Residence: Triet Ruins



EXP: 415
Gald: 829
Drop 1: Thick Leaf 81%
Drop 2: Plant Vine 29%
Leave: Panacea Bottle
Steal:

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
48	50	B		C	0

HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
12039/381	273/24	447/38	808/77	586/54	756/70	592/56	5/5

SKILLS

LVL 1	VS Aquatic 2	LVL 20	TP Increase 2
LVL 15	Mental Charge	LVL 36	Stealth 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
5	(Magic) Barrier	8	Earth 1
7	(Base) Contagion	12	
20	(Magic) Doppel	16	Earth 1
25	(Base) Sylvan Chorus	25	Earth 1
30	(Base) Calumny	45	

LVL	Power	Hit	Effect
5	-	-	(Prep time 4s) Raises Def of one ally (P. DEF 30% up, 100% success: 90 seconds)
7	-	-	Sends all enemies into Sick status. (Sick LV.3 50%)
10	-	-	(Prep time 4s) Removes all magical ailments from one ally.
25	-	-	Raises one ally's ATK stat. (A. ATK 30% up, 100% success: 90 seconds)
30	A	A	Attacks the enemy with a flurry of hits, knocking them into the air.

020 Puck

Type: Plant Element: Wind
Pact: 30% Residence: Building Number Two



EXP: 449
Gald: 899
Drop 1: Thick Leaf 61%
Drop 2: Plant Vine 70%
Leave: Shock Bottle
Steal: Beautiful Flower 19%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
48	100	C		C	0

HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
12063/481	320/29	413/39	776/68	673/55	680/66	477/47	52/52

SKILLS

LVL 1	VS Aquatic 2	LVL 40	A. DEF Increase 2
LVL 17	Resist Sealed Artes 2	LVL 50	Relax 1
LVL 30	Resist Ice 1		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
0	-50	0	0

LVL	Name	TP	Element
10	(Magic) Wind Blade	8	Wind 1
15	(Base) Rumble	30	
20	(Base) Turbulence	22	Wind 1
21	(Base) Shenguang	18	Wind 1
33	(Base) Temple Bloom	58	Wind 1
34	(Magic) Cyclone	50	Wind 2

LVL	Power	Hit	Effect
10	B	C	(Prep time 4s) Summons wind blades to attack enemies in an area.
15	-	-	Reduces Def and Res of all enemies: (Def Down 30%, 75% success: 60 seconds) (Res Down 30%, 75% success: 60 seconds)
20	A	C	(Prep time 6s) Calls up a whirlwind to surround the enemy and attack.
21	-	-	Lowers enemy's Def (Def Down 30%, 100% success: 90 seconds)
33	B	C	Shoots pollen forward to attack enemy (Mute LV.3 30%)
34	A	A	(Prep time 8s) Calls up a tornado to surround enemies in an area and attack.

021 Lailah

Type: Plant Element: Light
Pact: Residence: Coliseum



EXP: 1171
Gald: 2343
Drop 1: Thick Leaf 70%
Drop 2: Plant Vine 52%
Leave:
Steal: Asuka's Embrace

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
48	200	C		C	0

HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
3614/481	356/20	717/19	1384/78	1191/63	1280/71	818/47	76/79

SKILLS

LVL 1	VS Aquatic 3	LVL 23	Resist Darkness 1
LVL 12	Resist Sealed Artes 3	LVL 30	Speed Cast 1
LVL 16	SP Master 1	LVL 40	Concristate 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
0	-50	0	0

LVL	Name	TP	Element
-----	------	----	---------

3	(Magic) Burst	10	Light 1
8	(Base) Longard	11	
14	(Base) Earth Craft	11	Light 1
20	(Magic) Photon	34	Light 1
28	(Base) Bitter Blossom	42	Wind 0
35	(Base) Calumny	39	
50	(Magic) Resurrection	64	Light 2

LVL	Power	Hit	Effect
3	-	-	(Prep time 6s) Raises one ally's Res. (A. DEF 30% up, 100% success: 90 seconds)
8	-	-	Lowers the movement speed of all enemies (Movement speed 60% down, 100% success: 60 seconds)
14	-	-	Raises the res of one ally. (Res 30% up, 100% success: 90 seconds)
20	A	A	(Prep time 6s) Gathers specks of light and then releases them in an explosion to attack enemies.
28	B	C	Shoots pollen forward to attack enemies (Prep time 60% down, 50% success: 60 seconds)
35	A	A	Launches a flurry of attacks against an enemy, and throws them into the air.
50	-	-	(Prep time 8s) Returns one ally back from KO status with 30% of their max HP.

022 Wolf

Type: Beast Element: Fire
Pact: 60% Residence: Lake Simoa Cave



EXP: 32
Gald: 0
Drop 1: Small Fang 49%
Drop 2: Fluffy Ear 24%
Leave: Apple Gel
Steal:

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
A	25	C		B	0

HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
661/294	29/15	127/17	440/27	116/69	33/20	106/64	80/80

SKILLS

LVL 1	VS Birds 1	LVL 25	Resist Water 1
LVL 15	Run Away		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

LVL	Name	TP	Element
B	(Base) Bark Bush	9	
13	(Base) Howl	15	Fire 1

LVL	Power	Hit	Effect
8	C	C	Kicks the enemy with its back legs.
13	-	-	Raises own P. ATK. (P. ATK 30% up, 100% success: 90 seconds)

023 Black Wolf

Type: Beast		Element: Dark					
Pact: 45%		Residence: Coliseum					
		EXP: 56 Gald: 0 Drop 1: Small Fang 54% Drop 2: Wolf Fur 18% Leave: Lavender Steal: None					
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
5	50	C	B	0	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
2214/394	34/15	164/87	51/27	130/69	38/20	99/54	8/89
SKILLS							
LVL 1	VS Bird 1	LVL 30		P. ATK Increase 2			
LVL 2	Critical 1	LVL 38		Resist Light 1			
RESISTANCES (%) & ARTES							
Fire		Water		Wind		Earth	
0		0		0		0	
Lightning		Ice		Light		Darkness	
0		0		25		+25	
LVL Name		TP		Element			
15	(Base) Back Rush	15					
20	(Base) Dumper Claw	20					
LVL	Power	Hit	Effect				
15	C	C	Licks the enemy with its back legs.				
20	C	C	Drives an enemy into the ground to attack.				

024 Hell Hound

Type: Beast		Element: fire					
Pact: 45%		Residence: Cape Fortress					
		EXP: 251 Gald: 0 Drop 1: Fluffy Fur 39% Drop 2: Wolf Fur 17% Leave: Melange Gel Steal: Sharp Claw 24%					
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
29	50	C	B	0	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
2873/394	123/15	584/87	190/27	518/74	154/20	419/59	74/74
SKILLS							
LVL 1	VS Bird 1			LVL 27	Resist Sick 2		
LVL 21	Speed Decrease Attack 1						
RESISTANCES (%) & ARTES							
Fire		Water		Wind		Earth	
+25		-50		0		0	
Lightning		Ice		Light		Darkness	
0		+50		0		0	
LVL	Name			TP	Element		
8	(Base) Tail Whip			8			
15	(Base) Howl			15	Fire 1		
LVL	Power	Hit	Effect				
8	C	C	Hits enemy with its tail to attack.				
15	-	-	Raises own P. ATK (P. ATK 30% up; 100% success: 9s)				


025 Padfoot

Type: Beast		Element: Light					
Pact: 45%		Residence: Cape Fortress					
		EXP: 251 Gald: 0 Drop 1: Fluffy Fur 48% Drop 2: Wolf Fur 22% Leave: Scarlet Manuscript Steal: Basil 31%					
Lvl	Max Lvl	Growth	FLY	Move	Stun		
29	50	C	B	0	0		
HP	TP	P. Atk	A. Atk	Def	A. Def	DEX	LUC
2873/394	123/15	584/87	190/27	518/74	154/20	419/59	74/74
SKILLS							
Lvl 1	VS Bird 2			Lvl 33	Lure 2		
Lvl 17	A DEF Increase 2			Lvl 44	Resist Darkness 1		
RESISTANCES (%) & ARTES							
Fire		Water		Wind		Earth	
0		0		0		0	
Lightning		Ice		Light		Darkness	
0		0		+25		-25	
Lvl	Name			TP	Element		
10	(Base) Tail Whip			10			
21	(Base) Double Claws			21			
Lvl	Power	Hit	Effect				
10	C	C	Whip the tail to attack an enemy.				
21	C	C	Attack the enemy by clawing with front legs.				


026 Fenrir

Type: Beast		Element: Ice					
Pact: 30%		Residence: Temple of Ice					
		EXP: 225 Gald: 0 Drop 1: Fluffy Fur 48% Drop 2: Wolf Fur 22% Leave: Scarlet Manuscript Steal: Basil 31%					
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
24	100	C	A	0	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
7839/515	139/26	379/76	254/48	381/78	256/51	345/68	52/52
SKILLS							
LVL 5	VS Bird 2		LVL 15	DEX Increase 2			
LVL 10	Ice Element		LVL 21	Resist Paralysis 2			
LVL 44			LVL 44	Resist Fire 1			
RESISTANCES (%) & ARTES							
Fire		Water		Wind		Earth	
0		0		0		0	
Lightning		Ice		Light		Darkness	
0		0		+25		-25	
LVL	Name	TP		Element			
10	(Base) Tail Whip	10					
21	(Base) Double Claws	21					
LVL	Power	Hit	Effect				
10	C	C	Whip the tail to attack an enemy.				
21	C	C	Attack the enemy by clawing with front legs.				

027 Cerberus

Type: Beast		Element: Fire					
Pact: 30%		Residence: Ginnunagap					
		EXP: 562 Gald: 0 Drop 1: Small Fang 44% Drop 2: Sharp Claw 72% Leave: Lemon Gel Steal:					
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
60	100	C	B	0	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
18078/530	303/73	908/81	512/46	914/83	508/46	767/68	73/73
SKILLS							
LVL 1	VS Bird 2	LVL 30		HP Increase 2			
LVL 10	Fire Element	LVL 40		Resist Water 3			
LVL 20	Resist Sick 3	LVL 55		Regenerate 2			
RESISTANCES (%) & ARTES							
Fire		Water		Wind		Earth	
+25		-50		0		0	
Lightning		Ice		Light		Darkness	
0		-50		0		0	
LVL	Name	TP		Element			
5	(Base) Lava Burst	7		Fire 1			
15	(Base) Breath of Fire	20		Fire 1			
45	(Base) Fatal Freeze	39					
65	(Base) Destruction	85		Fire 2			
LVL	Power	Hit	Effect				
3	S	C	Shoots a fiery projectile to attack.				
15	S	A	Releases fire to attack.				
45	-	-	Lowers own P. DEF but raises P. ATK (P. ATK Up 60%; 100% success: 30 seconds) (Def Down 60%; 100% success: 30 seconds)				
65	A	C	Causes an explosion around itself, sending enemies flying and crashing back to Earth.				

028 Orion

Type: Beast		Element: Light									
Pact:		Residence: Gladheim									
		EXP: 942 Gald: 0 Drop 1: Sharp Claw 46% Drop 2: Mane 33% Leave: Blue Verbera 12% Steal:									
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN						
78	100	A	A	0	0						
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUC				
25110/515	460/26	1060/79	626/41	1095/81	707/44	879/66	46/46				
SKILLS											
LVL 1	VS Bird 3	LVL 28	SP Master 2								
LVL 7	Light Element	LVL 50	Resist Darkness 3								
LVL 13	Speed Decrease Attack 2	LVL 60	Resurrect								
LVL 24	Lure 3										
RESISTANCES (%) & ARTES											
Fire		Water		Wind		Earth					
0		0		0		0					
Lightning		Ice		Light		Darkness					
0		0		+25		-25					
LVL	Name		TP	Element							
3	(Base) Razor Claw		4	Wind 0							
18	(Base) Devouring Light		24	Light 1							
35	(Magic) Sol Graid		69	Light 1							
47	(Magic) Holy Light		82	Light 2							
LVL	Power	Hit	Effect								
3	B	B	Sends blades of wind flying to attack enemies.								
18	B	B	Attacks enemies with breath of light (A. DEF down 30%; 60% success: 60 seconds)								
35	-	-	Raises Def and Res of all allies (P. DEF & A. DEF up 30%; 100% success: 60 seconds)								
47	A	S	Calls down a sword of light from the heavens.								

029 Bear

Type: Beast **Element:** Fire
Pact: 60% **Resistance:** Tower of Mana



EXP: 48
Gald: 0
Drop 1: Fluffy Fur 46%
Drop 2: Small Fang 33%
Leaves: Apple Gel
Steal: -

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
6	25	C			E	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
927/468	38/21	169/86	61/31	164/84	69/32	110/53	43/43

SKILLS

LVL 1	VS Bird 1	LVL 10	HP Increase 1
LVL 3	Lure 1	LVL 25	Resist Water 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

LVL	Name	TP	Element
6	(Base) Power Attack	7	-
15	(Base) Body Crush	25	-

LVL	Power	Hit	Effect
6	C	C	Strikes with both hands to send the enemy to the ground.
15	C	C	Jumps up in the air to strike the enemy and send them to the ground.

030 Grisley

Type: Beast **Element:** Fire
Pact: 45% **Resistance:** Temple of Ice



EXP: 190
Gald: 0
Drop 1: Fluffy Fur 66%
Drop 2: Bear Skin 13%
Leaves: Life Bottle
Steal: Sharp Claw 26%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
22	50	C			E		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
2503/478	101/19	425/86	132/26	422/84	152/32	311/58	24/24

SKILLS

LVL 1	VS Bird 1	LVL 50	P. ATK Increase 3
LVL 15	P. ATK Increase 1		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	50	0	0
Lightning	Ice	Light	Darkness
0	+30	0	0

LVL	Name	TP	Element
8	(Base) Power Attack	8	-
30	(Base) Crash	10	-

LVL	Power	Hit	Effect
8	C	C	Strikes with both hands to send the enemy to the ground.
30	C	C	Hits the enemy with both hands to send them crashing into the ground.

031 Cave Bear

Type: Beast **Element:** Ice
Pact: 30% **Resistance:** Quest: Dwarf's Ore Mine



EXP: 459
Gald: 0
Drop 1: Fluffy Fur 46%
Drop 2: Bear Skin 13%
Leaves: Life Bottle
Steal: Sharp Claw 26%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
49	100	C			E	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
14112/468	212/21	858/81	307/26	967/94	370/32	534/53	20/20

SKILLS

LVL 1	VS Bird 2	LVL 40	Resist Fire 1
LVL 8	Resist Analysis 2	LVL 55	Regenerate 2
LVL 10	P. DEF Increase 1		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

LVL	Name	TP	Element
5	(Base) Body Press	2	-
20	(Base) Crush	18	-
30	(Base) Saunter Twister	39	-

LVL	Power	Hit	Effect
5	C	C	Jumps in the air to slam down on the enemy, knocking them to the ground.
20	C	C	Brings both hands down on the enemy to slam them into the ground.
30	B	C	Spins with both hands outstretched to knock back enemies in the area.

032 Were Bear

Type: Beast **Element:** Fire
Pact: 30% **Resistance:** Quest: Volcanic Cave (Rank A)



EXP: 468
Gald: 930
Drop 1: Fluffy Fur 45%
Drop 2: Bear Skin 13%
Leaves: Nectar Bottle
Steal: Mane 9%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
50	100	C			A	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
1422/488	214/18	767/83	501/54	671/71	492/51	719/76	3/3

SKILLS

LVL 1	VS Bird 2	LVL 50	Resist Water 2
LVL 10	Lure 2	LVL 60	HP Increase 2
LVL 20	Regenerate 1		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	50	0	0
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
5	(Base) Combo	7	-
9	(Base) Lick	11	-
30	(Base) Center	26	-
40	(Base) Backhand Blow	35	-

LVL	Power	Hit	Effect
5	B	C	Throws two levels of punches, then attacks with rocking.
8	B	C	Body slam to send the enemy flying.
30	-	-	Restores own HP by 30% of max.
40	C	C	Twists to backhand the enemy.

033 Wolf Heddin

Type: Beast **Element:** Ice
Pact: - **Resistance:** Quest: Volcanic Cave (Rank A)



EXP: 666
Gald: 1320
Drop 1: Fluffy Fur 58%
Drop 2: Wolf Fur 25%
Leaves: Symp Bottle
Steal: Sharp Claw 31%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
51	200	C			A	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
14637/498	166/16	720/73	550/59	770/81	559/56	630/66	81/81

SKILLS

LVL 1	VS Bird 2	LVL 25	Resist Fire 2
LVL 8	Critical 2	LVL 60	Add Combo 2
LVL 15	DEX Increase 2		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
50	0	+50	0
Lightning	Ice	Light	Darkness
+25	0	0	0

LVL	Name	TP	Element
5	(Base) Combo	4	-
30	(Base) Center	23	-
40	(Base) Backhand Blow	30	-
55	(Base) Heavenly Wolf	62	-

LVL	Power	Hit	Effect
5	B	C	Throws two levels of punches, then attacks again.
30	-	-	Restores own HP by 30% of max.
40	C	C	Twists body to backhand the enemy.
55	B	B	Unleashes a flurry of blows to send the enemy flying, then smashes them down into the earth.

034 Galf Beast

Type: Beast **Element:** Lightning
Pact: - **Resistance:** Coliseum



EXP: 781
Gald: 0
Drop 1: Fluffy Fur 69%
Drop 2: Mane 21%
Leaves: -
Steal: Vol's Melancholy 31%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
60	200	C		-	C	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
17742/468	310/21	1103/86	390/31	1025/84	444/32	638/53	72/72

SKILLS

LVL 1	VS Bird 3	LVL 28	Life Charge
LVL 20	SP Master 1	LVL 37	Resist Earth 1
LVL 26	P. DEF Increase 2	LVL 42	Accelerate

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	+50	0	50
Lightning	Ice	Light	Darkness
+25	0	0	0

LVL	Name	TP	Element
7	(Base) Grim Harvest	8	-
18	(Base) Juggernaut	20	-
33	(Base) Killer Instinct	25	-
55	(Base) Lightning Devastation	83	Lightning 2

LVL	Power	Hit	Effect
7	C	C	Bites the enemy three times in a row, and restores 10% of damage dealt to own HP.
18	B	C	Body slams the enemy to send them into the ground.
33	-	-	Lowers own P. DEF to raise P. ATK (P. ATK 60% up, 100% success, 30 seconds) (Def 30% down, 100%, 30 seconds).
55	A	C	Calls lightning down from the sky.

035 Wild Rabbit

Type: Beast	Element: Earth
Pact: 60%	Residence: Tower of Mana
	
EXP: 24	Gald: 0
Drop 1: Fluffy Fur 14%	Drop 2: Grey Manuscript 11%
Leaves: Apple Gel	Steal: Carrot 33%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
3	25	C		-	C	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
482/337	271/7	91/63	38/26	76/53	65/46	110/78	94/94

SKILLS

LVL 1	VS Bind 1	LVL 25	Resist Wind 1
LVL 13	Item Getter		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0
LVL	Name	TP	Element
8	(Base) Dust Cloud	10	Earth 1
15	(Base) Foot Kick	17	
LVL	Power	Hit	Effect
8	B	B	Kicks up dust to attack the enemy (DEX 30% down, 30% success: 30 seconds)
15	C	C	Summons power to kick the enemy.

036 Cotton Tail

Type: Beast	Element: Earth
Pact: 45%	Residence: Cape Fortress
	
EXP: 242	Gald: 0
Drop 1: Fluffy Fur 19%	Drop 2: Rabbit Tail 5%
Leaves: Orange Gel	Steal: Litterage 45%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
28	50	C			C	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
2378/337	186/22	442/63	189/26	378/53	440/61	407/58	50/50

SKILLS

LVL 1	VS Bind 1	LVL 25	Luck Increase 2
LVL 15	A DEF Increase 1		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0
LVL	Name	TP	Element
10	(Base) Dust Cloud	15	Earth 1
20	(Base) Somersault	20	
LVL	Power	Hit	Effect
10	B	B	Kicks up dust to attack the enemy (DEX 30% down, 30% success: 60 seconds)
20	C	C	Kicks the enemy to send them flying into the air before they crash back to earth.

037 Carbuncle

Type: Beast	Element: Fire
Pact: 30%	Residence: Gimmungagap
	
EXP: 552	Gald: 0
Drop 1: Fluffy Fur 38%	Drop 2: Rabbit Tail 8%
Leaves: Melange Gel	Steal:

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
59	100	C				0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
4876/337	316/22	883/63	568/41	752/53	926/46	813/58	34/34


SKILLS

LVL 1	VS Bind 2	LVL 35	A. ATK Increase 2
LVL 15	TP Increase 2	LVL 40	Resist Water 1
LVL 20	Resist Sick 2	LVL 45	Relax 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0
LVL	Name	TP	Element
7	(Base) Purification	6	Fire 1
10	(Base) Dust Cloud	13	Earth 0
25	(Base) Healing	22	Fire 1
LVL	Power	Hit	Effect
7	-	-	Restores one ally's HP by 60% of max.
10	B	B	Kicks up dust to attack enemy (DEX 30% down, 30% success: 60 seconds)
25	-	-	Raises own P. ATK (P. ATK 30% up; 100% success: 90 seconds)

038 Vorpall Bunny

Type: Beast	Element: Dark
Pact: 45%	Residence: Dwarf's Ore Mines (Rank A)
	
EXP: 552	Gald: 0
Drop 1: Fluffy Fur 47%	Drop 2: Lemon Gel
Leaves: Dragon Skull 2%	Steal:

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
48	50	C		-	C	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
12144/337	253/17	830/73	408/31	574/53	508/46	692/63	68/68

SKILLS

LVL 1	VS Bind 2	LVL 40	P. ATK Increase 2
LVL 10	Resist Sleep 2	LVL 45	Resist Light 1
LVL 35	Critical 2		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	25	+25
Lightning	Ice	Light	Darkness
0	0	0	0
LVL	Name	TP	Element
10	(Base) Somersault	10	
25	(Base) Spectral Shield	25	Dark 1
LVL	Power	Hit	Effect
10	C	C	Kicks the enemy to send them flying into the air before they crash back to earth.
25	-	-	Raises own P. DEF (P. DEF 30% up; 100% success: 90 seconds)

039 Micasa

Type: Beast	Element: Light
Pact:	Residence: Goldsmith
	
EXP: 725	Gald: 0
Drop 1: Fluffy Fur 51%	Drop 2: Rabbit Tail 25%
Leaves:	Steal: Cheese 71%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
60	100	A			C	D	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
6251/337	350/17	941/61	551/29	802/51	699/49	964/66	62/62


SKILLS

LVL 1	VS Bind 3	LVL 33	Resist Sleep 3
LVL 8	Stealth 2	LVL 43	Resist Light 3
LVL 23	SP Master 2		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	+25	-25
LVL	Name	TP	Element
3	(Base) Dust Cloud	4	Earth 0
5	(Base) Revive	11	Light 1
12	(Base) Foot Kick	11	
15	(Base) Photon	34	Light 1
20	(Base) Somersault	18	
28	(Base) Anti-Magic	25	Light 2
45	(Base) Living Wish	121	Light 2
60	(Base) Revive	96	Light 2
LVL	Power	Hit	Effect
3	B	B	Kicks up dust to attack the enemy (DEX down 30%, 30% success: 60 seconds)
5	-	-	(Prep time 6s) Raises one ally's A. DEF (A. DEF up 30%, 100% success: 90 seconds)
12	C	C	A powerful kick attack
15	A	A	(Prep time 6s) Gathers up light particles then shoots them as a beam to attack the enemy.
20	C	C	Kicks the enemy to send them flying into the air before they crash back to earth.
28	-	-	Raises own A. DEF (A. DEF 30% up; 100% success: 90 seconds)
45	-	-	Restores the HP of enemies in the area 5 times, restoring 12% of max HP each time.
60	-	-	(Prep time 6s) Once during battle, automatically resurrects one ally if they're KO'd.

040 Peallaidh

Type: Beast	Element: Light
Pact: 45%	Residence: Gimmungagap
	
EXP: 848	Gald: 0
Drop 1: Fluffy Fur 37%	Drop 2: Mane 11%
Leaves: Panacea Bottle	Steal:

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
76	50	C			C	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
10939/337	473/27	1059/58	544/31	903/48	978/51	1218/68	15/15

SKILLS

LVL 1	VS Bind 2	LVL 40	Resist Darkness 1
LVL 10	Resist Weak 2	LVL 45	Technical 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	+25	-25
LVL	Name	TP	Element
5	(Base) Net Collector	5	
8	(Base) Dust Cloud	12	Earth 0
20	(Base) Anti-Magic	20	Light 1
30	(Base) Wild Cart	53	
LVL	Power	Hit	Effect
3	C	C	Throws all acorn at the enemy.
8	B	B	Kicks dust at the enemy to attack (DEX down 3, 100%: 90 seconds)
20	-	-	Raises own A. DEF (A. DEF up 30%; 100% success: 90 seconds)
30	-	-	Raises all allies' A. DEF up 60% (50% success: 30 seconds)

041 Gunna

Type: Beast **Element:** Fire
Pact: 30% **Residence:** Gladshelm



EXP: 725
Gald: 0
Drop 1: Fluffy Fur 40%
Drop 2: Mane 14%
Leaves: Life Bottle
Steal: -

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
60	100	C		C	0
HP	TP	P. ATK	A. ATK	DEF	DEX
1502/4337	307/17	921/68	383/76	885/63	631/46

SKILLS

LVL 1	V5 Bird 3	LVL 35	Resist Darkness 3
LVL 12	Resist Weak 3	LVL 48	Regenerate 1
LVL 16	EXP Plus 2		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

LVL	Name	TP	Element
5	(Base) Dust Cloud	7	Earth 0
20	(Base) Ignite	16	Fire 1
26	(Base) Hat Collector	23	-
42	(Base) Fire Shocker	74	Fire 2

LVL	Power	Hit	Effect
5	B	B	Kicks dust at the enemy. (DEX down 30%; 30% success; 60 seconds)
20	-	-	Raises own P. ATK. (P. ATK up 30%; 100% success; 90 seconds)
26	C	C	Throws an acorn at the enemy.
42	A	C	Causes a huge explosion in the area, sending enemies flying.

042 Ogre

Type: Beast **Element:** Fire
Pact: 60% **Residence:** Iselia Human Ranch



EXP: 119
Gald: 238
Drop 1: Small Fang 41%
Drop 2: Ogre's Blood 3%
Leaves: Apple Gel
Steal: -

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
15	25	C		E	0
HP	TP	P. ATK	A. ATK	DEF	DEX
2100/577	357	366/97	104/49	188/50	154/42

SKILLS

LVL 1	V5 Bird 1	LVL 25	P. DEF Increase 1
LVL 13	HP Increase 1		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

LVL	Name	TP	Element
8	(Base) Beat Down	9	-
15	(Base) Hammer Head	17	-

LVL Power Hit Effect

8 B C C Hits the enemy with both hands at once.

15 C C C Strikes the enemy with its head.

043 Red Ogre

Type: Beast **Element:** Fire
Pact: 45% **Residence:** Triet Ruins



EXP: 147
Gald: 294
Drop 1: Small Fang 38%
Drop 2: Ogre's Blood 14%
Leaves: Orange Gel
Steal: -

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
17	50	C		E	0
HP	TP	P. ATK	A. ATK	DEF	DEX
2388/577	346	386/97	208/49	255/60	107/42

SKILLS

LVL 1	V5 Bird 1	LVL 8	Regenerate 1
LVL 5	P. ATK Increase 1	LVL 40	Resist Water 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

LVL	Name	TP	Element
10	(Base) Beat Down	10	-
20	(Base) Hammer Head	20	-
30	(Base) Kick	30	-

LVL Power Hit Effect

10 C C C Strikes with both hands to attack.

20 C C C Hits the enemy with its head.

30 C C C Hits the enemy with a powerful kick.

044 Yeti

Type: Beast **Element:** Ice
Pact: 45% **Residence:** Temple of Ice



EXP: 199
Gald: 0
Drop 1: Fluffy Fur 44%
Drop 2: Mane 18%
Leaves: Paralysis Bottle
Steal: -

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
23	50	C		E	0
HP	TP	P. ATK	A. ATK	DEF	DEX
2925/557	48/10	501/97	262/49	274/50	185/37

SKILLS

LVL 1	V5 Bird 1	LVL 15	HP Increase 1
LVL 8	Ice Element	LVL 40	Resist Fire 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
-50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

LVL	Name	TP	Element
5	(Base) Beat Down	5	-
30	(Base) Rampage	45	-

LVL Power Hit Effect

5 C C C Hits the enemy with both hands to attack.

30 B B B Hits the enemy with a flurry of strikes.

045 Firbolg

Type: Beast **Element:** Ice
Pact: 30% **Residence:** Ginnungagap



EXP: 505
Gald: 1011
Drop 1: Fluffy Fur 55%
Drop 2: Mane 25%
Leaves: Weak Bottle
Steal: -

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
54	100	C		E	0
HP	TP	P. ATK	A. ATK	DEF	DEX
18249/617	114/7	828/79	706/64	723/65	536/51

SKILLS

LVL 1	V5 Bird 1	LVL 40	HP Increase 2
LVL 8	Ice Element	LVL 50	Resist Fire 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
-50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

LVL	Name	TP	Element
5	(Base) Ice Ball	4	Ice 1
20	(Base) Snoman	18	Ice 1
30	(Base) Grand Slam	39	Earth 0

LVL Power Hit Effect

5 C C C Throws a snowball at close-range to knock the enemy to the ground.

20 C C C Throws a long range snowball.

30 C C C Jumps up in the air and unleashes a force wave.

046 Titan

Type: Beast **Element:** Fire
Pact: **Residence:** Gladshelm



EXP: 845
Gald: 1692
Drop 1: Horn 57%
Drop 2: Musk 21%
Leaves: -
Steal: Blue Chamomile 15%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
70	100	C		E	0
HP	TP	P. ATK	A. ATK	DEF	DEX
29925/627	136/5	888/69	888/71	954/75	730/56

SKILLS

LVL 1	V5 Bird 3	LVL 30	SP Master 4
LVL 17	EXP Plus 1	LVL 45	Relax 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

LVL	Name	TP	Element
13	(Base) Rolling Rocks	3	Earth 0
22	(Base) Ictonic Break	11	-
12	(Base) Flail	19	Earth 0
34	(Base) Grand Slam	45	Earth 0
38	(Base) Vibration	67	Fire 1

LVL Power Hit Effect

13 C C C Throws a stone at close range.

22 C C C Hits an enemy to send them to the ground.

22 C C C Throws a stone for a long range attack.

34 C C C Jumps in the air and causes a force wave.

38 B B B Causes lava to flow over the surrounding area.

047 Serpent

Type: Beast Element: Fire
Pact: 60% Residence: Underground Ruins



EXP: 48
Gald: 0
Drop 1: Small Fang 35%
Drop 2: Slough 7%
Leave: Poison Bottle
Steal:

LVL	MARK	LVL	GROWTH	FLY	MOVE	STUN
6	25		C			
HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX
877/409	35/15	145/67	48/32	145/69	57/27	122/59

SKILLS

LVL 1	V5 Bld 1	LVL 25	Resist Water 1
LVL 13	P.DEF Increase 1		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0
LVL	Name	TP	Element
8	(Base) Venomous Fang	9	
15	(Base) Snake Tail	17	
LVL	Power	Hit	Effect
8	C	C	Sends the enemy flying and then bites them. (Poison LV1 20%)
15	C	C	Hits the enemy with tail.

048 Viper

Type: Beast Element: Lightning
Pact: 45% Residence: Temple of Earth



EXP: 311
Gald: 0
Drop 1: Small Fang 39%
Drop 2: Slough 16%
Leave: Paralysis Bottle
Steal:

LVL	MARK	LVL	GROWTH	FLY	MOVE	STUN
38	50		C		B	0
HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX
369/609	156/15	430/72	315/37	515/59	234/27	315/59

SKILLS

LVL 1	V5 Bld 1	LVL 30	Poison Attack 2
LVL 8	Lure 1	LVL 40	Resist Earth 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	+50	0	-50
Lightning	Ice	Light	Darkness
+50	0	0	0
LVL	Name	TP	Element
5	(Base) Venomous Fang	5	
15	(Base) Venom Spray	23	Water 0
LVL	Power	Hit	Effect
5	C	C	Sends the enemy flying and then bites them. (Poison LV1 30%)
15	B	B	Shoots fluid forward to attack enemy (Poison LV1 30%)

049 Kosh

Type: Beast Element: Wind
Pact: Residence: Gladsheim



EXP: 725
Gald: 0
Drop 1: Small Fang 45%
Drop 2: Slough 21%
Leave: Blue Saffron 19%
Steal:

LVL	MARK	LVL	GROWTH	FLY	MOVE	STUN
40	100		C			
HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX
1763/424	192/12	903/62	569/37	823/59	443/32	897/64

SKILLS

LVL 1	V5 Bld 3	LVL 35	Lure 2
LVL 20	SP Master 4	LVL 40	Paralysis Attack 3
LVL 28	Poison Attack 3	LVL 42	P.DEF Increase 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	-50	0	0
LVL	Name	TP	Element
4	(Base) Grit Fang	4	
10	(Base) Spike Tail	9	
17	(Base) Sun Droglet	22	Water 0
23	(Base) Foul Whisker	20	Wind 1
LVL	Power	Hit	Effect
4	C	C	Sends the enemy flying then bites them. (Paralysis LV1 30%)
10	C	C	Swings tail to hit an enemy.
17	B	B	Fires fluid from its mouth to attack. (Paralysis LV1 30%)
23	-	-	Lowens one enemy's P.ATK. (P.ATK 60% down; 100% success: 30 seconds)

050 Lizard

Type: Beast Element: Water
Pact: 45% Residence: Underground Ruins



EXP: 60
Gald: 0
Drop 1: Lizard Tail 28%
Drop 2: Lizard Skin 10%
Leave: Apple Gel
Steal:

LVL	MARK	LVL	GROWTH	FLY	MOVE	STUN
7	50		C		C	0
HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX
1007/466	48/18	169/76	79/36	156/73	68/31	156/71

SKILLS

LVL 1	V5 Bld 3	LVL 16	Cast Delay Attack
LVL 8	P.DEF Increase 1	LVL 32	Resist Lightning 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
0	0	0	0
LVL	Name	TP	Element
12	(Base) Touch Down	18	Earth 0
20	(Base) Poison Breath	30	Water 1
LVL	Power	Hit	Effect
12	C	C	Jumps in the air and comes down to unleash a force wave on enemies.
20	A	A	Spits fluid to attack an enemy (Poison LV1 20%)

051 Basilisk

Type: Beast Element: Earth
Pact: 30% Residence: Ginnungagap



EXP: 562
Gald: 0
Drop 1: Lizard Tail 52%
Drop 2: Evil Eye 5%
Leave: Stone Bottle
Steal:

LVL	MARK	LVL	GROWTH	FLY	MOVE	STUN
60	100		C		C	0
HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX
1696/456	304/20	903/73	455/38	962/78	433/31	900/71

SKILLS

LVL 1	V5 Bld 2	LVL 30	Resist Wind 1
LVL 3	Resist Petri 2	LVL 50	Petrify Attack 2
LVL 15	Speed Decrease Attack 2		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0
LVL	Name	TP	Element
8	(Base) Touch Down	11	Earth 1
20	(Base) Dread Charge	13	
20	(Base) Poison Breath	26	Earth 1
LVL	Power	Hit	Effect
8	C	C	Jumps up in the air then comes down to unleash a shockwave.
10	C	C	Body slams an enemy.
20	A	A	Breathes sand at the enemy (Petrify LV1 30%)

052 Salamander

Type: Beast Element: Fire
Pact: 30% Residence: Quest: Temple of Ice (Rank A)



EXP: 459
Gald: 0
Drop 1: Horn 20%
Drop 2: Twisted Horn 13%
Leave: Melange Gel
Steal:

LVL	MARK	LVL	GROWTH	FLY	MOVE	STUN
49	100		C		C	0
HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX
1440/456	209/20	624/63	416/36	753/73	375/36	860/81

SKILLS

LVL 1	V5 Bld 2	LVL 31	Regenerate 2
LVL 29	Resist Sick 2	LVL 32	Resist Water 2
LVL 30	Fire Element		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0
LVL	Name	TP	Element
20	(Base) Dread Charge	26	
22	(Base) Breath of Fire	29	Fire 1
24	(Base) Ignorant Bliss	21	Fire 1
28	(Base) Hammer Fire	37	
LVL	Power	Hit	Effect
20	C	A	Body slams the enemy.
22	A	A	Breathes fire at the enemy.
24	-	-	Raises own P.ATK. (P.ATK up 30%; 100% success: 90 seconds)
28	C	C	Hits the enemy twice to attack.

053 Chimera

Type: Beast	Element: Fire
Pact: 60%	Residence: Ictia Human Ranch
EXP: 79	Gald: 0
Drop 1: Small Fang 37%	Drop 2: Grey Manuscript 24%
Leaves: Apple Gel	Steal:

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
10	25	B			B	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
1120/366	267	237/76	121/40	176/58	107/35	180/56	56/56

SKILLS

LVL 1	VS Bird 1	LVL 20	Resist Water 1
LVL 8	Poison Attack 1		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

LVL	Name	TP	Element
6	(Base) Hunt Down	10	-
14	(Base) Infusite	11	-
14	(Base) Breath of Fire	24	Fire 1

LVL	Power	Hit	Effect
6	C	C	While an enemy is in the air, hit them with its head, to steal an item. Cannot steal from allies.
10	-	-	Lowers one enemy's P. ATK (P. ATK 30% down; 75% success: 30 seconds)
14	A	A	Breathes fire to attack an enemy.

054 Kitty Kat

Type: Beast	Element: Dark
Pact: 45%	Residence: Coliseum
EXP: 1208	Gald: 0
Drop 1:	Drop 2:
Leaves:	Steal:

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
100	100	A			B	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
15871/366	436/7	1791/75	976/39	1446/57	955/34	1345/55	37/33

SKILLS

LVL 20	Happiness 3	LVL 70	Resist Element
LVL 62	Resist P. Ailments		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
Lightning	Ice	Light	Darkness
0	0	+25	+25

LVL	Name	TP	Element
1	(Base) Earth Magic	7	Earth 0
2	(Base) Water Magic	8	Water 0
6	(Base) Wind Magic	8	Wind 0
12	(Base) Fire Magic	7	Fire 0
17	(Base) Earth Magic	15	-
28	(Base) Ice Magic	10	Ice 0
43	(Base) Lightning Magic	9	Lightning 0
50	(Base) Sonnet Magic	44	-

LVL	Power	Hit	Effect
1	B	B	Throws rocks up from the enemy's feet to attack.
2	B	C	Launches water at the enemy to attack.
6	B	C	Causes wind shears around the enemy.
12	B	C	Launches a ball of fire at the enemy.
17	-	-	Increases Union Attack Gauge by 10%.
28	B	C	Calls ice down from the sky above the enemy.
43	B	C	Calls lightning down from the sky.
50	-	-	Lowers the P. ATK of one enemy (P. ATK 90% down; 75% success: 30 seconds)

055 Manticore

Type: Beast	Element: Fire
Pact: 45%	Residence: Underground Ruins
EXP: 163	Gald: 0
Drop 1:	Drop 2:
Leaves:	Steal:

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
19	50	C			A	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
6274/491	96/22	373/84	350/81	221/53	194/46	293/66	95/95

SKILLS

LVL 1	VS Bird 2	LVL 23	P. DEF Decrease Attack 1
LVL 5	Lure 1	LVL 27	HP Increase 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

LVL	Name	TP	Element
9	(Base) Grim Claw	9	-
15	(Base) Great Roar	23	-
20	(Base) Breath of Fire	30	Fire 1

LVL	Power	Hit	Effect
9	C	C	Knocks the enemy to the ground.
15	-	-	Raises own P. ATK, and lowers one enemy's Def. (P. ATK 30% up; 100% success: 30 seconds) (Def 30% down; 50% success: 30 seconds)
20	B	B	Breathes fire to attack the enemy.

058 Hippogriff

Type: Beast	Element: Dark
Pact:	Residence: Gladheim
EXP: 966	Gald: 0
Drop 1:	Drop 2:
Leaves:	Steal:

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
80	100	C		O	C	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
31020/481	411/29	1054/74	1338/96	812/53	659/46	824/56	61/91

SKILLS

LVL 15	DEX Increase 3	LVL 47	A. DEF Increase 2
LVL 30	SP Master 3	LVL 53	A. ATK Increase 2
LVL 36	Resist Light 2	LVL 60	Speed Cast 3
LVL 42	Relax 1		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
Lightning	Ice	Light	Darkness
0	0	0	0
0	+50	+25	+25

LVL	Name	TP	Element
1	(Base) Dark Sphere	20	Dark 1
5	(Magic) Soulgrasp	20	Earth 1
12	(Magic) Splash	22	Water 1
18	(Magic) Negative Gate	32	Dark 1
23	(Magic) Ictia Rain	30	Ice 1
26	(Base) Persistence	34	Dark 1

LVL	Power	Hit	Effect
1	C	C	Throw a ball of darkness at the enemy, and restore 3% of the damage dealt as TP.
5	B	C	(Prep time: 6 seconds) Causes rocks to appear from beneath the enemy.
12	B	B	(Prep time: 6 seconds) Summons a Magical dimension that traps enemies inside.
18	B	B	(Prep time: 6 seconds) Brings back from the sky to strike enemies repeatedly.
23	B	A	(Prep time: 6 seconds) Drop shards of ice on enemies over a wide area.
26	A	A	Breathes darkness to attack the enemy (Suck LV4.40%).

056 Sphinx

Type: Beast	Element: Wind
Pact: 30%	Residence: Building Number Two
EXP: 449	Gald: 0
Drop 1: Sharp Claw 45%	Drop 2: Beak 9%
Leaves: Lottery Gel	Steal:

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
48	100	C		-	A	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUC
11287/481	317/34	639/69	639/69	794/86	460/48	467/51	33/33

SKILLS

LVL 1	VS Bird 2	LVL 40	Mental Charge
LVL 5	Cast Delay Attack 2	LVL 50	Resist Ice 2
LVL 20	Sealed Artes Attack		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	-50	0	0

LVL	Name	TP	Element
6	(Base) Grim Claw	7	-
10	(Base) Wind Storm	20	-

LVL	Power	Hit	Effect
6	C	C	Hits the enemy with a forearm to knock them to the ground.
10	-	-	Lowers the A. ATK and Def of a random enemy (A. ATK 30% down; 75% success: 30 seconds) (Res 30% down; 75% success: 30 seconds)

057 Griffin

Type: Beast	Element: Wind
Pact: 45%	Residence: Underground Ruins
EXP: 285	Gald: 0
Drop 1: Bird Feather 49%	Drop 2: Fluffy Fur 27%
Leaves: Dine Bottle	Steal: Roc's Feather 18%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
33	50	C		-	C	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
9348/481	226/24	460/69	370/91	332/48	348/56	453/66	36/36

SKILLS

LVL 1	VS Bird 2	LVL 30	Life Charge
LVL 5	Resist Sealed Artes 2	LVL 38	Resist Ice 2
LVL 17	DEX Increase 2		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
Lightning	Ice	Light	Darkness
0	-50	0	0

LVL	Name	TP	Element
5	(Base) Fire Ball	5	Fire 0
15	(Base) Breath of Fire	30	Fire 0
22	(Base) Wind Storm	30	Wind 1

LVL	Power	Hit	Effect
5	C	C	Throws a fire ball forward.
15	A	A	Breathes fire to attack enemy.
22	A	B	Uses wings to kick up a windstorm.

059 Bumble Bee

Type: Insect Element: Wind
Pact: 60% Residence: Human Farms



EXP: 87
Gald: 0
Drop 1: Insect Wing 38%
Drop 2: Grey Manuscript 8%
Leave: Apple Gel
Steal:

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
11	25	C		0	D	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
1119/348	85/26	219/69	115/34	185/57	106/31	204/64	56/56

SKILLS

LVL 1	Anti Plant	LVL 20	Exp Plus
LVL 12	Resist Ice		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	0	-50	0

LVL	Name	TP	Element
8	(Base) Honey	9	Wind 1
15	(Base) Bee Sting	17	

LVL	Power	Hit	Effect
8	C	C	Restores one ally's HP by 3% of max
15	C	C	Fires needles at the enemy to attack

060 Killer Bee

Type: Insect Element: Wind
Pact: 45% Residence: Kanbell Caves



EXP: 156
Gald: 0
Drop 1: Insect Wing 47%
Drop 2: Stinger 15%
Leave: Poison Bottle
Steal: Venom 4%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
18	50	C		0	0	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
1669/348	126/26	373/79	190/39	275/57	149/31	240/49	58/58

SKILLS

LVL 1	Anti Plant	LVL 35	Resist Mute
LVL 10	Sneaking	LVL 45	Paralyze Attack 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	0	-50	0

LVL	Name	TP	Element
15	(Base) Needle Shot	15	
25	(Base) Double Thrust	38	
40	(Base) Headlong Rush	60	

LVL	Power	Hit	Effect
15	C	C	*The second hit causes Paralysis LVL 3, and has 30% success rate
25	C	C	Shoots needles to attack the enemy. (Paralyze LVL 2 20%)
35	C	C	Strikes twice with the stinger.
40	B	C	Strikes enemy many times.

061 Hornet

Type: Insect Element: Wind
Pact: 30% Residence: Quest: Crevas' Ice Tunnel (Rank A)



EXP: 592
Gald: 0
Drop 1: Insect Wing 54%
Drop 2: Beetle Fluid 11%
Leave: Paralyze Bottle
Steal:

		Steal:					
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
49	100	C	0	0	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK

SKILLS

LVL 1	Anti Plant 2	LVL 15	Critical 3
LVL 5	Lower P. ATK Attack 2	LVL 27	Resist Ice
LVL 9	Raise Dex 2		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	0	-50	0

LVL	Name	TP	Element
20	(Base) Impairment	26	
23	(Base) Reversal Charge	30	

LVL	Power	Hit	Effect
20	C	C	Slings the enemy twice to attack. (Weak LVL 3 30%)
23	B	B	Slings the enemy four times to attack.

062 Queen

Type: Insect Element: Lightning
Pact: - Residence: Gladstein



EXP: 266
Gald: 0
Drop 1: Insect Wing 61%
Drop 2: Stinger 30%
Leave: -
Steal: Blue Basil 10%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
80	100	C		0	0	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
30216/368	384/22	1478/79	630/34	989/57	571/31	989/54	65/65

SKILLS

LVL 1	Anti Plant 3	LVL 27	SP Mastery
LVL 10	Sway Attack 3	LVL 37	Resist Ice
LVL 15	Sneaking 2		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	+50	0	50
Lightning	Ice	Light	Darkness
0	0	0	0

LVL	Name	TP	Element
5	(Base) Final Sting	4	
25	(Base) Chaos Blade	29	
30	(Base) Bigas Charge	39	
40	(Base) Headlong Rush	60	
50	(Base) Nectar	44	Lightning

*The second hit causes Sway LVL 4, and has 40% success rate

LVL	Power	Hit	Effect
5	C	C	Shoots needles to attack the enemy. (Sway LVL 3 30%)*
25	C	C	Strikes the enemy twice to attack. (Sway LVL 3 30%)*
30	B	B	Slings the enemy four times to attack.
45	B	C	Sinks enemy many times.
50	C	C	Restores one ally's HP to full.

063 Scorpion

Type: Insect Element: Earth
Pact: 60% Residence: Former Triet Site



EXP: 119
Gald: 0
Drop 1: Stinger 31%
Drop 2: -
Leave: Apple Gel
Steal: Venom 6%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
15	25	C			E	O	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
1694/457	06/24	318/86	188/52	173/44	174/43	226/60	75/75

SKILLS

LVL 1	Anti Plant	LVL 10	Raise P. ATK
LVL 8	Blust Stone	LVL 23	Resist Wind

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
5	(Base) Spike Tail	6	
15	(Base) Sand Claw	25	Earth 1

LVL	Power	Hit	Effect
5	C	C	Strikes with its tail to attack.
15	B	B	Kicks up sand to attack. (Movement speed 30% down; 30% success: 30 seconds)

064 Antares

Type: Insect Element: Dark
Pact: 45% Residence: Former Triet Site



EXP: 201
Gald: 0
Drop 1: Stinger 53%
Drop 2: Beetle Fluid 29%
Leave: Yellow Manuscript
Steal: Bellbone 17%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
18	50	C			E	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK

SKILLS

LVL 1	Anti Plant 2	LVL 30	Resist Light
LVL 8	Resist Sleep	LVL 40	Poison Attack 2
LVL 10	Raise Def		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	25	+25

LVL	Name	TP	Element
5	(Base) Fang Tail	5	
20	(Base) Death Grip	20	

LVL	Power	Hit	Effect
5	C	C	Attacks the enemy with its tail. (Poison LVL 3 30%)
20	C	C	Scissors the enemy in both claws to knock them into the air, then sends them crashing to the ground. (Def 60% down; 30% success: 30 seconds)

065 Girtabli

Type: Insect **Element:** Ice
Pact: 30% **Residence:** Ginunga Gap



EXP: 534
Gald: 0
Drop 1: Stinger 48%
Drop 2: Damascus 9%
Leaves: Life Bottle
Steal: Venom 10%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
57	100	C	E	0	0

HP	TP	P.Atk	A.Atk	Def	A.Def	Def	LUCK
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5788/477	29720	989/86	611/52	618/54	611/48	550/45	2/2
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SKILLS

LVL 1	Anti Plant 2	LVL 20	Resist Fire
LVL 3	Raise Def 2	LVL 40	Critical
LVL 12	Resist Paralysis		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

LVL	Name	TP	Element
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6	(Base) Saitari	5	0
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13	(Base) Sand Sear	13	Earth 0
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17	(Base) Death Grip	15	0
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23	(Base) Roar Breaker	30	Earth 0
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LVL	Power	Hit	Effect
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6	C	C	Strikes with the tail to attack (Paralysis LVL 4 40%)
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10	B	B	Blows up sand to attack the enemy (Movement speed 30% down, 30% success: 30 seconds)
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17	C	C	Scissors the enemy in both claws and blows them up into the air (Def 60% down, 30% success: 30 seconds)
----	---	---	---------------------------------------------------------------------------------------------------------

23	C	C	Jumps straight up in the air and comes down to unleash a shockwave (Prep time 30% down, 30% success: 60 seconds)
----	---	---	------------------------------------------------------------------------------------------------------------------

066 Killer Mantis

Type: Insect **Element:** Wind
Pact: 45% **Residence:** Kanbelt Caves



EXP: 173
Gald: 0
Drop 1: Insect Wing 41%
Drop 2: Giant Scissor 19%
Leaves: Poison Bottle
Steal: -

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
20	50	C	0	0	0

HP	TP	P.Atk	A.Atk	Def	A.Def	Def	LUCK
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1912/405	61712	336/75	311/66	222/47	193/29	384/80	11/11
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SKILLS

LVL 1	Anti Plant	LVL 23	Resist Ice
LVL 5	Raise Def	LVL 34	Resist Mute
LVL 9	Life Drain		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	-50	0	0

LVL	Name	TP	Element
-----	------	----	---------

15	(Base) K. Insect	15	0
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20	(Base) Poison Breath	30	Water 0
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LVL	Power	Hit	Effect
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15			Lowest own Def to raise P.Atk (P.Atk 60% up, 100% success: 30 seconds) (Def 60% down, 100% success: 30 seconds)
----	--	--	-----------------------------------------------------------------------------------------------------------------

20	B	B	Spits fluid at the enemy to attack (Poison LVL 2 20%)
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067 Lumber Jack

Type: Insect **Element:** Wind
Pact: 30% **Residence:** Quest: Cravas Ice Tunnel (Rank A)



EXP: 468
Gald: 0
Drop 1: Insect Wing 52%
Drop 2: Giant Scissor 22%
Leaves: Mixed Gel
Steal: -

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
50	100	C	0	0	0

HP	TP	P.Atk	A.Atk	Def	A.Def	Def	LUCK
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1290/405	14912	868/85	765/71	492/47	434/39	702/65	9/9/9
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SKILLS

LVL 1	Anti Plant	LVL 30	Resist Ice
LVL 8	Raise P.Atk 2	LVL 45	Combo Plus
LVL 11	Lower Def Attack 2		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	50	0	0

LVL	Name	TP	Element
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8	(Base) K. Insect	7	0
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15	(Base) Plague Breath	20	Water 0
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20	(Base) Crackdown	26	Earth 0
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LVL	Power	Hit	Effect
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8			Lowest own Def and raises P.Atk (P.Atk 60% down, 100% success: 30 seconds) (Lower Def 30%, 100% success: 30 seconds)
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15	B	B	Spits fluid to attack the enemy (Suck LVL 3 30%)
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20	C	C	Jumps straight up, then comes straight down to attack the enemy with shockwaves (Def 30% down, 30% success: 30 seconds)
----	---	---	-------------------------------------------------------------------------------------------------------------------------

068 Popsicle

Type: Insect **Element:** Electric
Pact: 60% **Residence:** Gladsheim



EXP: 119
Gald: 0
Drop 1: Flexible Hide 39%
Drop 2: Giant Scissor 34%
Leaves: -
Steal: Blue Saffron

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
15	25	C	0	0	0

HP	TP	P.Atk	A.Atk	Def	A.Def	Def	LUCK
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1694/457	96/24	313/86	188/52	175/44	174/43	228/60	75/75
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SKILLS

LVL 7	Sneaking 3	LVL 30	SP Mastery 2
LVL 15	Resist Stone	LVL 37	Life Drain 2
LVL 26	Arcel	LVL 46	Resist Ice

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
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1	(Base) K. Insect	1	0
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12	(Base) Shade Breath	14	Water 0
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20	(Base) Crack Down	23	Earth 0
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32	(Base) Scumclear	59	0
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LVL	Power	Hit	Effect
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1			Lowest own Def to raise P.Atk (P.Atk 60% up, 100% success: 60 seconds) (Def 30% down, 100% success: 60 seconds)
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12	B	B	Spit fluid to attack (Paralysis LVL 4 40%)
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20	C	C	Jumps straight up then comes back down to send out a shockwave to attack (Def 60% down, 30% success: 30 seconds)
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52	B	B	Cuts the enemy down with repetitive attacks
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069 Crawler

Type: Insect **Element:** Earth
Pact: 45% **Residence:** Kanbelt Caves



EXP: 201
Gald: 0
Drop 1: Shell 25%
Drop 2: Gray Manuscript 9%
Leaves: Apple Gel
Steal: Crawler Silk 8%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
18	50	C	0	0	0

HP	TP	P.Atk	A.Atk	Def	A.Def	Def	LUCK
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5886/457	105/24	382/91	199/43	242/54	191/43	224/50	91/93
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SKILLS

LVL 1	Anti Plant	LVL 25	Resist Wind
LVL 8	Raise Def		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	25	+25

LVL	Name	TP	Element
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13	(Base) Cocoon	15	Earth 1
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52	(Base) Mana Wave	25	Earth 1
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LVL	Power	Hit	Effect
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13			Raises own P.Atk (Def 30% up, 100% success: 90 seconds)
----	--	--	---------------------------------------------------------

52	C	B	Shoots silk forward to attack (Speed 30% down, 30% success: 30 seconds)
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070 Caterpillar

Type: Insect **Element:** Earth
Pact: 30% **Residence:** Earth Shrine



EXP: 534
Gald: 0
Drop 1: Shell 48%
Drop 2: Flexible Hide 9%
Leaves: Orange Gel
Steal: Crawler Silk 10%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
57	100	C	0	0	0

HP	TP	P.Atk	A.Atk	Def	A.Def	Def	LUCK
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5788/477	29720	989/86	611/52	618/54	611/48	550/45	2/2
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SKILLS

LVL 1	Anti Plant	LVL 20	Resist Stone
LVL 5	Raise Def	LVL 40	Relax

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

LVL	Name	TP	Element
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1	(Base) Cocoon	8	Earth 1
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12	(Base) Venom Spray	15	Water 0
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20	(Base) Poison Breath	45	Water 0
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LVL	Power	Hit	Effect
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1			Raises own Def (Def 30% up, 100% success: 90 seconds)
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12	B	B	Shoots fluid to attack the enemy (Poison LVL 4 40%)
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20	B	B	Breathes fluid at the enemy to attack (Poison LVL 3 30%)
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071 Embryo

Type: Insect Element: Lightning
Pact: 45% Residence: Temple of Lightning



EXP: 173
Gald: 0
Drop 1: Shell 42%
Drop 2: Elastic Leather 20%
Leave: Meltage Gel
Steal: Crawler Silk 12%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
20	50	C		.	D	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
1012/405	61/12	336/75	311/66	222/47	193/39	384/80	131/11

SKILLS
LVL 1 VS Plant 1
LVL 20 HP Increase 1
LVL 23 Happiness
LVL 27 Resist Earth 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
5	(Base) Cocoon	5	Earth 0
9	(Base) Pepper Smoke	14	Lightning 1
15	(Base) Mana Web	23	Earth 0

LVL	Power	Hit	Effect
5	-	-	Raises own Def. (Def 30% up, 100% success: 90 seconds)
9	B	B	Sprays fluid from their antenna to attack. (Sew 1/3 30%)
15	C	B	Shoots silk forward to attack. (Movement speed 30% down, 30% success: 60 seconds)

072 Habetrot

Type: Insect Element: Light
Pact: 30% Residence: Temple of Earth



EXP: 466
Gald: 0
Drop 1: Shell 50%
Drop 2: Elastic Leather 26%
Leave: Basil
Steal: Crawler Silk 19%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
50	100	C		-	D	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	BUCK
12906/405	149/12	868/85	765/71	492/47	434/39	706/65	99/9

SKILLS
LVL 1 VS Plant 2
LVL 25 Regenerate 1
LVL 30 A DEF Increase 2
LVL 45 Resist Darkness 1
LVL 55 Resist P. Aliments 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	-50	0	0

LVL	Name	TP	Element
5	(Base) Cocoon	4	Earth 0
12	(Base) Mana Web	20	Earth 0

LVL	Power	Hit	Effect
5	-	-	Raises own Def. (Def 30% up, 100% success: 90 seconds)
12	C	B	Shoots silk forward to attack. (Movement speed 30% down, 30% success: 60 seconds)

073 Neurotica

Type: Insect Element: Earth
Pact: Residence: Gladsheim



EXP: 1087
Gald: 0
Drop 1: Shell 58%
Drop 2: Crawler Silk 28%
Leave: Blue Chumole 11%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
90	100	C		E	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEF	IMC

SKILLS
LVL 1 VS Plant 3
LVL 8 P. DEF Increase 2
LVL 20 SP Master 2
LVL 28 Resist P. Infir 3
LVL 40 Resist Wind 3
LVL 55 Item Finder 3

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
3	(Base) Cocoon	3	Earth 1
12	(Base) Dread Charge	16	
24	(Base) Mana Web	32	Earth 1
35	(Base) Poison Breath	46	Water 0

LVL	Power	Hit	Effect
3	-	-	Raises own P. DEF (Def 30% up, 100% success: 90 seconds)
12	B	B	Body slams the enemy to throw them to the ground.
24	C	B	Shoots silk forward to attack. (Movement speed 30% down, 30% success: 90 seconds)
35	B	B	Shoots poisonous fluids to attack. (Poison Lvl 4 40%)

074 Stone Eater

Type: Insect Element: Earth
Pact: 60% Residence: Triet Ruins



EXP: 143
Gald: 0
Drop 1: Elastic Leather 28%
Drop 2: Grey Manuscript 18%
Leave: Apple Gel
Steal: Ore 21%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
18	25	C		-	E	S	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	BUFF	LOCK
0334/711	50/9	253/62	182/47	278/70	276/69	208/51	42/42

SKILLS
LVL 1 VS Plant 1
LVL 12 Item Finder 2
LVL 20 Resist Wind 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
B	(Base) Wind Mow	9	

LVL	Power	Hit	Effect
B	C	C	Eats forward a short way to bite the enemy.

075 Rock Eater

Type: Insect Element: Earth
Pact: 45% Residence: Temple of Earth



EXP: 337
Gald: 0
Drop 1: Elastic Leather 35%
Drop 2: Stone Block 25%
Leave: Orange Gel
Steal: Steel Ball 7%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
39	50	C	.	E	7		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK

SKILLS
LVL 1 VS Plant 1
LVL 15 HP Increase 1
LVL 30 Resist P. DEF Increase 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
17	(Base) Sand Breath	26	Earth 1
22	(Base) Down Rain	33	Earth 1

LVL	Power	Hit	Effect
17	A	B	Shoots sand to attack the enemy. (Movement speed 30% down, 30% success: 30 seconds)
22	A	B	Throws stones capably in many directions to attack.

076 Island Worm

Type: Insect Element: Water
Pact: 45% Residence: Quert: Volcano Cave (Rank A)



EXP: 415
Gald: 0
Drop 1: Elastic Leather 28%
Drop 2: Shrinking 56%
Leave: Cure Bottle
Steal: Snapper 55%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
48	50	C		E	S		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DRK	LUCK

SKILLS
LVL 1 VS Plant 1
LVL 10 Water Element
LVL 15 Resist Poison 2
LVL 35 Resist Lightning 1
LVL 45 HP Increase 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0

LVL	Name	TP	Element
25	(Base) Flood Water	38	Water 1
48	(Base) Deep Water	60	Water 1

LVL	Power	Hit	Effect
25	A	B	Breathes water to attack the enemy.
48	B	C	Sends out a burst of water to attack.

077 Earth Eater

Type: Insect Element: Dark
Pact: 30% Residence: Quest: Volcano Cave (Rank 5)



EXP: 477
Gald: 0
Drop 1: Elastic Leather 43%
Drop 2: Twisted Horn 11%
Leaves: Shock Bottle
Steal: Damascus 2%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
51	100				
HP	TP	P. ATK	A. ATK	DEF	A. DEF
26610/36	10714	731/77	429/42	617/70	611/64
45/46	87/87				

SKILLS

LVL 1	VS Plant 2	LVL 27	Resist Light 1
LVL 11	Resist Sleep 2	LVL 36	P. ATK Increase 2
LVL 20	Item Finder 2		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
+50	0	25	+25
LVL Name	TP	Element	
17 (Base) Dark Triumph	22	Dark 1	
33 (Base) Death Bender	13	Dark 1	
45 (Base) Shock Maw	39		
LVL Power	Hit	Effect	
17	A	B	Breathes darkness to attack the enemy. (Dex 30% down; 60% success: 60 seconds)
33	A	B	Fires a barrage of balls of darkness to attack. (Sick LVL 4 40%)
45	C	C	Flies forward a long way to bite the enemy

078 Mia Culpa

Type: Insect Element: Wind
Pact: Residence: Gladshiem



EXP: 725
Gald: 0
Drop 1: Elastic Leather 58%
Drop 2: Salve 22%
Leaves: Blue Savory 12%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
60	100				
HP	TP	P. ATK	A. ATK	DEF	A. DEF
25140/36	234/4	763/63	505/40	784/68	853/67
44/49	44/49				

SKILLS

LVL 1	VS Plant 3	LVL 33	Life Drain 3
LVL 8	Resist Ice 1	LVL 36	HP Increase 3
LVL 16	Item Finder 3	LVL 50	A. DEF Increase 3
LVL 18	SP Master 4		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	50	0	0
LVL Name	TP	Element	
4 (Base) Wind Maw	4		
22 (Base) Plague Wind	19	Wind 1	
28 (Base) Devouring Wind	24	Wind 1	
43 (Base) Shock Maw	38		
LVL Power	Hit	Effect	
4	C	C	Flies forward a little way to bite the enemy
22	A	B	Breathes to attack the enemy. (Sealed Arts LVL 4 40%)
28	A	B	Shoots continuous blades to attack. (Cast Delay 30% down; 30% success: 60 seconds)
43	C	C	Flies a long way forward to bite the enemy

079 Spider

Type: Insect Element: Earth
Pact: 60% Residence: Dynasty Ruins



EXP: 24
Gald: 0
Drop 1: Spider Web 55%
Drop 2: Cocoon 27%
Leaves: Poison Bottle
Steal:

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
3	25	C			
HP	TP	P. ATK	A. ATK	DEF	A. DEF
5443/94	26/18	1047/75	91/65	86/63	69/48
74/53	93/93				

SKILLS

LVL 1	VS Plant 1	LVL 13	Speed Decrease Attack 1
LVL 8	Resist Petry 1	LVL 25	Resist Wind 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0
LVL Name	TP	Element	
7 (Base) Spider Web	12	Earth 1	
10 (Base) Venom Spray	17	Water 0	
LVL Power	Hit	Effect	
7	C	B	Shoots silk forward to attack the enemy. (Mv 30% down; 30% success: 30 seconds)
10	B	B	Shoots fluid to attack the enemy. (Poison LVL 1 10%)

080 Tarantula

Type: Insect Element: Earth
Pact: 45% Residence: Triet Ruins



EXP: 438
Gald: 0
Drop 1: Spider Web 39%
Drop 2: Insect Fluid 16%
Leaves: Apple Gel
Steal: Deadly Poison 9%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
15	50	C			
HP	TP	P. ATK	A. ATK	DEF	A. DEF
1574/394	64/13	229/70	201/50	242/63	201/53
282/73	35/35				

SKILLS

LVL 1	VS Plant 1	LVL 10	Resist Petry 2
LVL 4	Sealth 1	LVL 15	Poison Attack 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0
LVL Name	TP	Element	
3 (Base) Venom Spray	12	Water 0	
30 (Base) Rate Weaver	30	Earth 1	
LVL Power	Hit	Effect	
3	B	B	Shoots fluid to attack the enemy. (Poison LVL 2 20%)
30	-	-	Raises own P. ATK. (P. ATK 30% up; 100% success: 90 seconds)

081 Pit Spider

Type: Insect Element: Dark
Pact: 45% Residence: Temple of Earth



EXP: 328
Gald: 0
Drop 1: Spider Web 42%
Drop 2: Insect Fluid 21%
Leaves: Paralysis Bottle
Steal: Deadly Poison 16%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
31	50	C			
HP	TP	P. ATK	A. ATK	DEF	A. DEF
33304/404	122/11	671/85	416/50	509/63	410/48
515/63	89/89				

SKILLS

LVL 1	VS Plant 2	LVL 20	Resist Light 1
LVL 5	Resist Sleep 2	LVL 40	Paralysis Attack 2
LVL 10	A. DEF Increase 2		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	25	+25
LVL Name	TP	Element	
8 (Base) Spider Web	12	Earth 0	
30 (Base) Sennic Assault	45	Earth 0	
LVL Power	Hit	Effect	
8	B	B	Shoots thread forward to attack the enemy. (Movement speed 30% down; 30% success: 60 seconds)
30	C	C	Jumps straight up in the air and then plunges down to release a shockwave to attack. (DEX 30% down; 30% success: 60 seconds)

082 Arachne

Type: Insect Element: Lightning
Pact: 30% Residence: Temple of Earth



EXP: 472
Gald: 0
Drop 1: Spider Web 60%
Drop 2: Cocoon 25%
Leaves: Azure Manuscript
Steal: Saffron 13%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
39	100	C			
HP	TP	P. ATK	A. ATK	DEF	A. DEF
10488/394	157/13	664/74	488/54	544/62	447/52
533/62	54/54				

SKILLS

LVL 1	VS Plant 2	LVL 40	DEX Increase 2
LVL 15	Resist Shock 2	LVL 45	Technical 1
LVL 35	Resist Earth 1		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	+50	0	0
Lightning	Ice	Light	Darkness
+25	0	0	0
LVL Name	TP	Element	
10 (Base) Spider Web	13	Earth 0	
25 (Base) Spirit Weaver	22	Lightning 1	
LVL Power	Hit	Effect	
10	C	B	Shoots thread forward to attack the enemy. (Lower Movement speed 60%; 30% success: 30 seconds)
25	-	-	Raises own P. ATK. (P. ATK 30% up; 100% success: 90 seconds)

083 Simorah

Type: Insect	Element: Fire
Pact: -	Resistance: Gladheim
EXP: 725	
Gald: 0	
Drop 1: Bird Feather 49%	
Drop 2: Grey Manuscript 19%	
Leave: Apple Gel	
Steal: Rice 16%	

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
60	100	C		-	E	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
15030/394	187/13	969/80	639/50	885/73	643/48	700/58	24/24

SKILLS

LVL 12 Resist Water	LVL 20 Poison Attack 3
LVL 15 Mr Down Attack 3	LVL 35 SP Mastery 2
LVL 24 Mental Drain 3	LVL 45 Resist Stone

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+75	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

LVL	Name	TP	Element
1	(Base) Spider Web	1	Earth 0
5	(Base) Wisp Spray	7	Water 0
22	(Base) Mind Wiper	19	Fire 1
32	(Base) Seismic Assault	42	Earth 0

LVL	Power	Hit	Effect
1	C	B	Fires thread forward to attack. (Mr 30% down, 30% success: 90 seconds)
5	B	B	Shoots fluid to attack enemies. (Poison LVL 4, 40%)
22	-	-	Raises own Def. (Def 30% up, 100% success: 90 seconds)
32	C	C	Jumps straight into the air then descends to unleash a force wave to attack. (Dex 60% down, 30% success: 30 seconds)

084 Chirpee

Type: Bird	Element: Wind
Pact: 60%	Resistance: Mana Guardian Ruins
EXP: 16	
Gald: 0	
Drop 1: Flexible Hide 58%	
Drop 2: Sleep Fluid 22%	
Leave: -	
Steal: Blue Savory 12%	

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
2	25	C		0	0	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DLX	LUCK
443/362	15/12	68/55	64/53	66/53	61/51	65/54	68/68

SKILLS

LVL 1 Anti-Insect	LVL 19 Resist Ice
LVL 10 Escape	

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	-50	0	0

LVL	Name	TP	Element
5	(Base) Whistle	6	-
LVL	Power	Hit	Effect
3	-	-	Raises own Mr. (Mr 30% up, 100% 60 seconds)

085 Jabber

Type: Bird	Element: Fire
Pact: 45%	Resistance: Former Toilet Site
EXP: 95	
Gald: 0	
Drop 1: Bird Feather 40%	
Drop 2: Bird Egg 38%	
Leave: Shock Bottle	
Steal: -	

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
11	50	C		0	0	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
1205/372	40/10	202/65	157/48	172/53	143/46	177/54	46/46

SKILLS

LVL 1 Anti-Insect	LVL 14 Resist Sick
LVL 7 Lure	LVL 20 Resist Water

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

LVL	Name	TP	Element
8	(Base) Spitfire	12	Fire 1
20	(Base) Battle Cry	35	-

LVL	Power	Hit	Effect
8	C	-	Spits a ball of fire forward to attack.
20	-	-	Raises all allies' P.ATK (P.ATK 30% up, 75% success: 30 seconds)

086 Peepit

Type: Bird	Element: Ice
Pact: 45%	Resistance: Mana Guardian's Tower Site
EXP: 33	
Gald: 0	
Drop 1: Bird Egg 87%	
Drop 2: Bird Feather 36%	
Leave: Grey Manuscript	
Steal: -	

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
3	50	C		0	0	0	
HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX	LUCK
1554/362	30/22	71/50	79/53	70/48	71/51	78/54	96/96

SKILLS

LVL 1 Anti-Insect 2	LVL 30 Resist Mute
LVL 8 Sway Attack	Exp Plus 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
-50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

LVL	Name	TP	Element
5	(Base) Whistle	5	-
15	(Base) Snowfall	23	Ice 1

LVL	Power	Hit	Effect
5	-	-	Raises own Mr. (Mr 90% up, 100% success: 60 seconds)
15	C	C	Shoots balls of ice forward to attack.

087 Raven

Type: Bird	Element: Wind
Pact: 45%	Resistance: Human Farms
EXP: 112	
Gald: 0	
Drop 1: Bird Feather 45%	
Drop 2: Hawk Eye 5%	
Leave: Orange Gel	
Steal: Rotten Meat 24%	

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
13	50	C		0	C	0	
HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX	LUCK
1439/437	70/21	221/64	157/47	194/58	207/61	204/62	8/8

SKILLS

LVL 4 Anti-Insect	LVL 25 Life Drain
LVL 13 Critical	

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	-50	0	0

LVL	Name	TP	Element
8	(Base) Relentless Assault	8	-
15	(Base) Relentless Assault	23	-

LVL	Power	Hit	Effect
8	C	C	Plunges toward the enemy to attack.
15	C	C	Descends to strike the enemy, then raises them to attack again.

088 Phoenix

Type: Bird	Element: Fire
Pact: 30%	Resistance: Ginunga Gap
EXP: 571	
Gald: 0	
Drop 1: -	
Drop 2: -	
Leave: Cocktail Bottle	
Steal: Phoenix Wing 5%	

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
61	100	C		0	C	0	
HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX	LUCK
6011/457	255/17	792/64	578/47	841/48	766/61	661/52	67/67

SKILLS

LVL 1 Anti-Insect 2	LVL 40 Resist Water
LVL 5 Fire Element	LVL 50 Recall
LVL 25 Regenerate	

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

LVL	Name	TP	Element
8	(Base) Relentless Assault	7	-
15	(Base) Relentless Assault	20	-
30	(Base) Furious Assault	39	-
80	(Base) Reincarnation	70	Fire 1

LVL	Power	Hit	Effect
8	C	C	Plunges toward the enemy to attack.
15	C	C	Descends to strike the enemy, then raises to strike again.
30	C	C	Accends to strike the enemy, then descends to strike again.
80	-	-	Resurrects once after KO.

089 Izimbra

Type: Bird Element: Lightning
Pact: 30% Residence: Gladheim



EXP: 1776
Gald: 0
Drop 1: Broken Armor 63%
Drop 2: Massive Feather 21%
Leave: -
Steal: Blue Chamomile 11%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
147	100	C		D	C	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	
89418432	65621	10880/9	127702	107768	157856	157457	14141

SKILLS

LVL 1	Anti-Insect 3	LVL 35	SP Mastery
LVL 18	Critical 3	LVL 40	Raise Res 3
LVL 25	Acid	LVL 58	Sky High 3
LVL 30	Resist Earth		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	+50	0	50
Lightning	Ice	Light	Darkness
+25	0	0	0

LVL	Name	TP	Effect
7	(Base) Aerobics Assault	8	
12	(Base) Aerobics Assault	16	
20	(Base) Furious Assault	26	
50	(Base) Screwdriver	44	
LVL	Power	Hit	Effect
7	C	C	Plunges toward the enemy to attack.
12	C	C	Descends to the enemy to strike then ascends to strike again.
20	B	C	Ascends to the enemy to strike, then descends to strike again.
50	C	C	Plunges toward the enemy to strike, knocking them to the ground.

092 Aepyornis

Type: Bird Element: Wind
Pact: 45% Residence: Del Lezardes Shop



EXP: 415
Gald: 0
Drop 1: Bird Feather 38%
Drop 2: Beak 26%
Leave: Orange Gel
Steal: -

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
48	50	C			0	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUC
4621453	106/10	569/58	421/39	679/66	622/60	783/77	55/5

SKILLS

LVL 1	Anti-Insect 2	LVL 27	Raise Res 2
LVL 5	Raise TP	LVL 27	Resist Ice
LVL 9	Resist Mute		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
15	(Base) Berserk	26	
20	(Base) Somersault	20	
LVL	Power	Hit	Effect
15	C	C	Lowers own Def to raise P. ATK. (P. ATK 30% up, 100% success: 60 seconds) (Def 30% down, 100% success: 60 seconds)
20	C	C	Spins around the enemy to send them flying, then crashing to earth.

090 Simurgh

Type: Bird Element: Wind
Pact: 30% Residence: Ginunga Gap



EXP: 543
Gald: 0
Drop 1: Bird Feather 50%
Drop 2: Mane 23%
Leave: Pineapple Gel
Steal: Massive Feather 15%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
58	100	C		0	C	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
160711437	305/26	744/64	500/42	739/58	871/71	617/52	49/49

SKILLS

LVL 1	Anti-Insect 2	LVL 30	Resist Dark
LVL 10	Resist Wind	LVL 45	Sky High
LVL 20	Raise HP 2	LVL 55	Raise TP 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
5	(Base) Succor Rain	7	
15	(Base) Stormfront	20	Wind 1
40	(Base) Lightning Dart	53	
LVL	Power	Hit	Effect
5	A	B	Plunges to the ground, then straight forward to attack.
15	A	B	Calls up wind to blow at the enemy.
40	B	C	Plunges toward the enemy then sends them smashing to earth.

091 Axe Beak

Type: Bird Element: Wind
Pact: 60% Residence: Hima



EXP: 40
Gald: 0
Drop 1: Bird Feather 53%
Drop 2: Beak 11%
Leave: Apple Gel
Steal: -

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
5	25	C		-	D	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
7931453	17/10	100/58	64/34	116/66	97/55	157/87	83/83

SKILLS

LVL 1	Anti-Insect	LVL 25	Resist Ice
LVL 13	Item Getter		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	50	0	0

LVL	Name	TP	Element
8	(Base) Ankle Biter	14	
15	(Base) Berserk	30	
LVL	Power	Hit	Effect
8	C	C	Spins then strikes forward to attack enemies, and steals item. Can't steal from own allies.
15			Lowers own Def to raise P. ATK. (Def 30% up, 100%: 30 seconds) (Def 30% down, 100%: 30 seconds)

093 Dodo

Type: Bird Element: Earth
Pact: 45% Residence: Quest: Imperial Site (Rank A)



EXP: 547
Gald: 0
Drop 1: Bird Feather 30%
Drop 2: Rustling Hide 24%
Leave: Lavender
Steal: -

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
49	50	A		D	0		
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEK	LUCK

SKILLS

LVL 1	Anti-Insect 2	LVL 40	Resist Wind
LVL 15	Escape	LVL 45	Resist Def 2
LVL 25	Sneaking 2		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
10	(Base) Ankle Biter	15	
35	(Base) Evil Gaze	35	Earth 1
LVL	Power	Hit	Effect
10	C	C	Strikes the enemy while spinning and steals items. Can't steal from own allies.
35	C	C	Petrifies enemies in front of them. (Petrify Lvl 4. 30%)

094 Cockatrice

Type: Bird Element: Earth
Pact: 30% Residence: Earth Shine



EXP: 365
Gald: 0
Drop 1: Bird Feather 51%
Drop 2: Rustling Hide 8%
Leave: Stone Bottle
Steal: -

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
39	100	C			D	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUC
4043/453	210/10	566/58	375/39	555/66	507/55	642/72	15/1

SKILLS


LVL 1	Anti-Insect 2	LVL 20	Resist Wind
LVL 5	Earth Element	LVL 40	Petrify Attack 2
LVL 8	Resist Petrify		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
8	(Base) Berserk	12	
30	(Base) Evil Gaze	26	Earth 1
LVL	Power	Hit	Effect
8	C	C	Lowers own Def to raise P. ATK. (P. ATK 60% up, 100% success: 30 seconds) (Def 30% down, 100% success: 30 seconds)
30	C	C	Petrifies enemies in front of them. (Petrify Lvl 4. 40%)

095 Moon Rocks

Type: Bird	Element: Wind
Pact: -	Residence: Gladheim
	
EXP: 766	
Gald: 0	
Drop 1: Rough Letter 30%	
Drop 2: Evil Eye 13%	
Leave: -	
Steal: Blue Basil 10%	

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
80	100	C			D	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
32810/463	143/8	1072/68	565/34	1078/66	891/55	1246/77	64/4

SKILLS

LVL 1	VS Insect 3	LVL 23	SP Master 2
LVL 8	Happiness 2	LVL 26	Resist Sealed Artes 1
LVL 12	Item Finder 2	LVL 42	DEL Decrease Attack 3
LVL 18	Add Combo 1	LVL 46	Resist Ice 3

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	-50	0	0
LVL Name	TP	Element	
17 (Base) Summerwalk	15		
26 (Base) Ling Sweep	26		
26 (Base) Breaker Dance	40		
32 (Base) Evil Eye	28	Earth 1	
LVL Power	Hit	Effect	
17	C	C	Kicks the enemy up into the air to send them crashing to earth.
20	C	C	Spies while charging at the enemy, and steals items. Cannot steal from allies.
26	-	-	Lowers Def of all allies to raise P. ATK. (P. ATK 60% up, 100% success: 30 seconds) (Def 30% down, 100% success: 30 seconds)
32	C	C	Petrifies enemies in front of them. (Petrify 4.40%)

098 Furie

Type: Bird	Element: Wind
Pact: 45%	Residence: Iselia Human Ranch
	
EXP: 167	
Gald: 335	
Drop 1: Bird Wing 58%	
Drop 2: Sharp Claw 31%	
Leave: Lavender	
Steal: Harpy's Feather 12%	

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
15	50	C			D	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
5013/429	78/15	278/76	207/52	204/54	236/60	223/58	14/14

SKILLS

LVL 1	VS Insect 1	LVL 22	P. ATK Increase
LVL 7	Resist Sealed Artes 1	LVL 26	Critical 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	-50	0	0
LVL Name	TP	Element	
15 (Base) Predator Claw	15		
17 (Magic) Turbulence	22		
20 (Base) Foot Kick	20		
28 (Magic) Healing Wind	35		
LVL Power	Hit	Effect	
15	C	C	Kicks the enemy to attack.
17	-	-	(Prep Time 6s) Surks the enemy up in a tornado.
20	-	-	Uses a spinning kick to knock the enemy down.
28	-	-	(Prep Time 6s) Restores the HP of all allies five times, each time restoring 12% of max HP.

096 Roc

Type: Bird	Element: Wind
Pact: 30%	Residence: Quest: Cape Fortress (Rank A)
	
EXP: 477	
Gald: 0	
Drop 1: Stone Block 46%	
Drop 2: Quality Stone 3%	
Leave: Lemon Gel	
Steal: -	

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
51	100	B		O	C	O	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
14397/442	276/13	686/58	685/62	585/54	633/56	743/64	68/68

SKILLS

LVL 1	VS Insect 2	LVL 40	HP Increase 2
LVL 17	Resist Sealed Artes 2	LVL 45	P. DEF Increase 3
LVL 21	Lure 2		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+75	+50
Lightning	Ice	Light	Darkness
0	50	0	0
LVL Name	TP	Element	
11 (Base) Howling Gale	14	Wind 1	
20 (Base) Choke Breath	35	Wind 1	
33 (Base) Aura Blast	58	Wind 1	
LVL Power	Hit	Effect	
11	C	C	Summons wind to attack the enemy.
20	A	A	Blows wind to attack. (Sealed Artes LVL 3.30%)
33	S	S	Blows wind to attack from the side. (Sealed Artes LVL 3.30%)

097 Harpy

Type: Bird	Element: Wind
Pact: 60%	Residence: Iselia Human Ranch
	
EXP: 111	
Gald: 222	
Drop 1: Bird Feather 34%	
Drop 2: Sharp Claw 10%	
Leave: Orange Gel	
Steal: -	

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
14	25	C			D	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
1505/429	73/15	236/66	186/52	207/54	231/65	224/63	28/26

SKILLS

LVL 1	VS Insect 1	LVL 25	Reveal Ice 1
LVL 15	A. ATK Increase 1		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	-50	0	0
LVL Name	TP	Element	
5 (Magic) Wind Blade	8	Wind 1	
10 (Base) Predator Claw	11	Wind 1	
20 (Base) Wing Storm	34	Wind 1	
LVL Power	Hit	Effect	
5	B	C	(Prep Time 4 seconds) Summons blades of wind to surround and attack the enemy.
10	C	C	Kicks the enemy to attack.
20	B	B	Stirs up wind with its wings to attack the enemy.

099 Siren

Type: Bird	Element: Water
Pact: 45%	Residence: Ginnungagap
	
EXP: 423	
Gald: 847	
Drop 1: Bird Feather 47%	
Drop 2: Sharp Claw 22%	
Leave: Pineapple Gel	
Steal: Harpy's Feather 2%	

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
49	50	B			D	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
4619/429	219/15	721/65	561/51	607/53	720/64	656/62	99/99

SKILLS

LVL 1	VS Insect 2	LVL 20	Resist Lightning 1
LVL 13	Resist Poison 2	LVL 33	Speed Cut 1
LVL 17	Sleep Attack 2	LVL 43	A. DEF Increase 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
0	0	0	0
LVL Name	TP	Element	
7 (Magic) First Aid	8	Water 1	
8 (Magic) Aqua Edge	8	Water 1	
15 (Base) Swift Silence	23	Wind 0	
21 (Magic) Heal	20	Water 1	
25 (Base) Submerge	56	Water 1	
40 (Base) Glorious Anthem	90		
LVL Power	Hit	Effect	
7	-	-	(Prep Time 4s) Restore one ally's HP by 30% max.
8	B	C	(Prep Time 4s) Sends blades of water flying at the enemy.
15	A	B	Attack enemies in the area with a song. (Sealed Artes (v3.30%))
21	-	-	(Prep Time 6s) Restore the HP of one ally by 60% max.
25	-	-	Lowers the enemy's Movement speed while conferring Sleep status (Sleep LVL 3.75%) (Movement speed 30% down, 75% success: 60 seconds)
40	-	-	Raises the P. ATK and Def of all allies (P. ATK & Def 60% up, 100% success: 30 seconds)



100 Aello

Type: Bird Element: Dark
Pact: Resistance: Gladshelm



EXP: 966
Gald: 1934
Drop 1: Bird Feather 73%
Drop 2: Hurry's Feather 14%
Leave: -
Steal: Shadow's Language

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
80	100	C			D	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
3190/4329	2337/31	1242/76	725/47	804/54	904/40	992/63	92/93

SKILLS

LVL 8 Relax 1 LVL 30 SP Master 4
LVL 22 P.Atk Increase 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	25	+25

LVL	Name	TP	Element
1	(Base) Predator Claw	1	-
3	(Mage) Scare Shot	12	Dark 1
5	(Base) Sonic Sizzle	7	Wind 0
15	(Base) Foot Kick	13	-
20	(Base) Wing Storm	26	Wind 0
26	(Base) Boiling Blood	40	Fire 0
29	(Mage) Bloody Howling	55	Dark 2
35	(Base) Twilight Call	69	Dark 1

LVL	Power	Hit	Effect
1	C	C	Kicks the enemy to attack.
3	-	-	(Prep Time 4s) Lowers the enemy's Def. (Set down 30%, 100% success: 90 seconds)
5	A	B	Uses a song to attack that surrounds their enemies. (Sway 0.4 40%)
15	C	C	Unleashes a spinning kick to knock the enemy down.
20	A	B	Use wings to kick up winds at the enemy.
26	-	-	Raises the P. ATK of all allies and enemies. (P. ATK 60% up; 100% success: 30 seconds) (Success rate against enemies is 75%)
29	A	A	(Prep Time 8s) Shrieks a curse to slice through an enemy.
35	-	-	Raises the A. ATK and Res of all allies (A. ATK 30% up; 100% success: 30 seconds) (Res 30% up; 100% success: 30 seconds)

103 Light Wing

Type: Bird Element: Wind
Pact: 45% Resistance: Triet Ruins



EXP: 104
Gald: 0
Drop 1: Bat Wing 24%
Drop 2: Bat Fang 25%
Leave: Seal Bottle
Steal: Demon Monster 15%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
12	50	C			D	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
1257/359	32/7	248/71	168/47	155/43	140/42	229/69	4/4

SKILLS

LVL 1 VS Insect 1 LVL 7 A. DEF Increase
LVL 2 Lure 1 LVL 12 Lower Cast Delay Attack

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	-50	0	0

LVL	Name	TP	Element
17	(Base) Ultrasonic Waves	20	Wind 1

LVL	Power	Hit	Effect
10	B	A	Attacks enemies within its own area with a supersonic wave. (Cast Delay down 30%, 30% success rate: 60 seconds)
17	B	B	Unleashes a flurry of wind blades to attack.

101 Fenia

Type: Bird Element: Fire
Pact: Resistance: Gladshelm



EXP: 894
Gald: 1789
Drop 1: -
Drop 2: -
Leave: -
Steal: -

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
74	100	C		-	C	7	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
24280/489	468/38	608/48	1018/85	938/76	953/77	1028/81	27

SKILLS

LVL 1 Fire Element LVL 27 TP Increase 2
LVL 20 Concentrate 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
4	(Base) Firefly	5	Fire 1
8	(Mage) Eruption	24	Fire 1
14	(Base) Embers of Destruction	18	Fire 0
22	(Base) Sacred Fire	19	Fire 0
30	(Mage) Explode	55	Fire 1
34	(Base) Crimson Lotus	30	Fire 0
38	(Mage) Blazing Hearts	30	Fire 1

LVL	Power	Hit	Effect
4	B	C	Sets the area around herself aflame to attack enemies and raise her own A. ATK (A. ATK 60% up; 100% success: 30 seconds)
8	B	B	(Prep Time 4s) Causes an explosion of flames in the area for a set time to attack.
14	-	-	Shoots fire forward to attack enemies.
22	-	-	Restores one ally from KO status.
30	-	-	(Prep Time 8s) Causes a huge explosion around an enemy, throwing them into the air and cooling them back down to earth.
34	-	-	Restores self from KO status once.
38	-	-	(Prep Time 6.67s) Fires a scorching bullet at the enemy, which expands into a shockwave over a wide area.

102 Black Bat

Type: Bird Element: Wind
Pact: 60% Resistance: Dynasty Ruins



EXP: 16
Gald: 0
Drop 1: Bat Wing 30%
Drop 2: Bat Fang 18%
Leave: Apple Gel
Steal: -

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
2	25	C		-	D	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
42/334	14/10	8/7/1	59/47	53/43	53/42	84/69	38/38

SKILLS

LVL 1 VS Insect 1 LVL 25 Resist Ice 1
LVL 13 Resist Sealed Arts 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	-50	0	0

LVL	Name	TP	Element
8	(Base) Jet Stream	9	-
15	(Base) Ultrasonic Waves	34	Wind 1

LVL	Power	Hit	Effect
B	C	C	Strikes while spinning, then attacks with a kick.
15	B	A	Lets out a supersonic wave in its own area to attack enemies. (Cast Delay 30% down; 30% success: 30 seconds)

104 Were Bat

Type: Bird Element: Wind
Pact: 45% Resistance: Temple of Lightning



EXP: 268
Gald: 0
Drop 1: Bat Wing 46%
Drop 2: Bat Fang 21%
Leave: Orange Gel
Steal: Devil's Blood 5%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
31	50	C			D	0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
7866/344	102/10	584/78	316/42	381/48	280/32	517/69	40/49

SKILLS

LVL 1 VS Insect 2 LVL 30 Resist Sealed Arts 2
LVL 8 DEX Increase 1 LVL 40 Life Drain 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	-50	0	0

LVL	Name	TP	Element
5	(Base) Jet Stream	5	-
15	(Base) Ultrasonic Waves	30	Wind 1

LVL	Power	Hit	Effect
5	C	C	Strikes while spinning, then attack with a kick.
15	B	A	Attacks enemies within its own area with a supersonic wave. (Cast Delay down 60%, 30% success rate: 30 seconds)

105 Dire Bat

Type: Bird **Element:** Wind
Pact: 30% **Resistance:** Cape Fortress



EXP: 271
Gald: 0
Drop 1: Bat Wing 48%
Drop 2: Bat Fang 36%
Leave: Weak Bottle
Steal: Dragon Blood 2%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
29	100	A			D	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
2924/344	177/10	530/69	392/45	362/41	335/40	511/67	68/68

SKILLS

LVL 1	VS Insect 2	LVL 33	DEX Increase 2
LVL 2	Resist Ice 2	LVL 40	Paralyze Attack 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	0	0	0

LVL	Name	TP	Element
17	(Base) Jetstream	15	
21	(Base) Dark Sphere	18	Dark 0

LVL	Power	Hit	Effect
17	C	C	Strikes while spinning, then attacks with a lock.
21	C	C	Launches a ball of darkness to attack and restores 3% of damage dealt as TP.

106 Dogma

Type: Bird **Element:** Thunder
Pact: - **Resistance:** Gladheim



EXP: 966
Gald: 0
Drop 1: Bat Wing 59%
Drop 2: Bat Fang 47%
Leave: -
Steal: Blue Basil 13%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
80	100	C			D	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
30356/364	138/6	1237/71	891/47	971/53	812/42	1072/59	131/13

SKILLS

LVL 5	Resist Sway	LVL 25	Sealth 3
LVL 12	A. P. DEF Increase 2	LVL 32	Cast Delay Attack 3
LVL 20	SP Master 4	LVL 40	A. P. ATK Decrease 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
11	(Base) Jetstream	1	
14	Unconscious Wave	14	Wind 0
16	(Base) Wing Cutter	21	Wind 0
23	(Base) Dark Sphere	20	Dark 0

LVL	Power	Hit	Effect
11	C	C	Strike while spinning, then attack with a lock.
16	B	B	Attacks enemies within its own area with a supersonic wave (Prep Time down 60%, 30% success rate: 60 seconds)
16	B	B	Unleashes a flurry of wind blades to attack.
23	C	C	Launches a ball of darkness to attack and restores 3% of damage dealt as TP.

107 Tortoise

Type: Aquatic **Element:** Water
Pact: 60% **Resistance:** Cimbeto Caves



EXP: 182
Gald: 0
Drop 1: Turtle Shell 39%
Drop 2: Grey Manuscript 11%
Leave: Apple Gel
Steal: Shell 52%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
23	25	C			E	3	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
2932/660	81/16	255/57	256/59	399/94	396/87	258/55	67/67

SKILLS

LVL 1	VS Beast 1	LVL 25	Resist Lightning 1
LVL 8	P. DEF Increased 1		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
13	(Base) Resorb	15	
15	(Base) Granite Grip	30	Earth 0

LVL	Power	Hit	Effect
13			Lowest its own Def to raise its Atk. (Atk 30% up; 100% success: 30 seconds)
15			Raises own Def, restores 60% of max HP (Def 30% up; 100% success: 90 seconds)

108 Archelon

Type: Aquatic **Element:** Ice
Pact: 45% **Resistance:** Gladheim



EXP: 223
Gald: 0
Drop 1: Squid 100%
Drop 2: -
Leave: -
Steal: Shrimp 51%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
20	50	C			E	3	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
2601/660	76/16	225/57	228/59	381/94	334/87	221/55	56/56

SKILLS

LVL 1	VS Beast 2	LVL 40	Resist Fire 1
LVL 8	P. DEF Increase 1		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	0	+50	0
Lightning	Ice	Light	Darkness
0	0	+25	0

LVL	Name	TP	Element
13	(Base) Resorb	13	
20	(Base) Trample	20	
30	(Base) Overrun	45	

LVL	Power	Hit	Effect
13			Lowest its own Def to P. ATK increase. (Atk 60% up; 100% success: 30 seconds) (Def 60% down; 100% success: 30 seconds)
20	C	C	Stomps enemies with front legs.
30	B	B	Attacks the enemy with a body slam.

109 Megalith

Type: Aquatic **Element:** Earth
Pact: 45% **Resistance:** Temple of Earth



EXP: 346
Gald: 0
Drop 1: Minerals 45%
Drop 2: Quality Minerals 6%
Leave: Mix Gel
Steal: Ore 72%

ML	MAX LVL	GROWTH		FLY	MOVE	STUN	
40	50	C			E	3	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
4713/660	126/16	495/67	407/59	646/94	588/82	358/50	65/65

SKILLS

LVL 1	VS Beast 2	LVL 20	Resist Wind 1
LVL 17	Critical 1	LVL 45	P. ATK Increase 3

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	0	0	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
15	(Base) Granite Grip	26	Earth 1
22	(Base) Trample	22	

LVL	Power	Hit	Effect
15			Raises own Def and restores 60% of own HP (Def 30% up; 100% success: 90 seconds)
22	C	C	Trample with front legs.

110 Dark Steel

Type: Aquatic **Element:** Dark
Pact: 30% **Resistance:** Ginungagap



EXP: 654
Gald: 0
Drop 1: Turtle Shell 42%
Drop 2: Quality Shell 13%
Leave: Life Bottle
Steal: -

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
70	100	C		-	E	3	
HP	TP	P.ATK	A.ATK	P.DEF	A.DEF	DEX	LUCK
12982/660	221/16	774/62	707/54	1253/104	1005/82	624/50	37/37

SKILLS

LVL 1	VS Beast 2	LVL 40	Sealth 2
LVL 10	Resist Sleep 2	LVL 45	P. DEF Increase 2
LVL 35	Resist Light 1		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	25	+25

LVL	Name	TP	Element
15	(Base) Granite Grip	23	Earth 0
25	(Base) Trample	22	

LVL	Power	Hit	Effect
15			Raises own Def and restores 60% of max HP (Raises Def 30%; 100% success: 90 seconds)
25	C	C	Stomps the enemy with front legs to knock enemy down.

111 Zaratan

Type: Aquatic

Element: Water

Pact: 30%

Residence: Isalia Human Ranch



EXP: 477
Gald: 0
Drop 1: Turtle Shell 50%
Drop 2: Manish Shell 20%
Leave: Lumen Gel
Steal:

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
51	100	C			
HP	TP	P.ATK	A.ATK	P.DEF	A.DEF
1802/1880	311/12	516/57	506/59	899/104	734/87

SKILLS

LVL 1	VS Beast 2	LVL 29	Resist Lightning 2
LVL 5	Resist Poison 2	LVL 35	HP Increase 3
LVL 17	Lure 2		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
50	0	0	0

LVL	Name	TP	Element
3	(Base) Lance	13	
21	(Base) Trample	18	
33	(Base) Overrun	43	

LVL	Power	Hit	Effect
15			Lowers own Dex to P.ATK Increase (Atk 65% up; 100% success: 30 seconds) (Dex 30% down; 100% success: 30 seconds)
21	C	C	Stomps the enemy with front legs.
33	A	B	Attacks the enemy with a body slam.

112 Aspidocoelon

Type: Aquatic

Element: Water

Pact:

Residence: Gladsheim



EXP: 1041
Gald: 0
Drop 1: Turtle Shell 57%
Drop 2: Quality Shell 24%
Leave: Blue Sage 12%
Steal:

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
80	200	C			
HP	TP	P.ATK	A.ATK	P.DEF	A.DEF
31780/680	318/24	666/52	752/59	1175/89	1183/87

SKILLS

LVL 1	HP Increase 1	LVL 35	Lure 3
LVL 10	Resist Light 2	LVL 50	Glory
LVL 19	SP Master 2		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
3	(Base) France	2	
7	(Base) Jolt	5	
15	(Base) Granite Grip	20	Earth 0

LVL	Power	Hit	Effect
3			Lowers own Dex to P.ATK Increase (Raises Atk 60%; 100% success: 60 seconds) (Lowers Dex 30%; 100% success: 60 seconds)
7			Raises all enemies' Atk and lowers their Dex (Atk 30% up; 100% success: 30 seconds) (Dex 60% down; 100% success: 30 seconds)
15			Raises own Def while restoring 60% of Max HP (P.DEF Increase 30%; 100% success: 90 seconds)
21	C	C	Stomps the enemy with front legs to knock them down.
26	B	C	Stomps the ground with a powerful blow to attack.
32	A	B	Uses a body slam to attack the enemy

113 Sea Monk

Type: Aquatic

Element: Water

Pact: 60%

Residence: Dynasty Ruins



EXP: 79
Gald: 0
Drop 1: Pot Shard 37%
Drop 2: Grey Manuscript 9%
Leave: Apple Gel
Steal:

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
10	25	C			
HP	TP	P.ATK	A.ATK	P.DEF	A.DEF
1456/515	238	168/61	144/50	143/53	170/64

SKILLS

LVL 1	VS Beast 1	LVL 15	Lure
LVL 5	HP Increase 1	LVL 25	Resist Lightning 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
50	0	0	0

LVL	Name	TP	Element
10	(Base) Breakthrough	11	
20	(Base) Ink Jet	34	Water 1

LVL	Power	Hit	Effect
10	C	C	Dives into its pot to body slam for an attack.
20	B	B	Splits ink to attack enemy (Dex 30% down; 60% success: 30 seconds)

114 Kraken

Type: Aquatic

Element: Water

Pact: 45%

Residence: Temple of Ice



EXP: 190
Gald: 0
Drop 1: Pot Shard 45%
Drop 2: Grey Manuscript 15%
Leave: Vitis Bottle
Steal: Snapper 31%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
22	50	C			
HP	TP	P.ATK	A.ATK	P.DEF	A.DEF
2573/515	72/8	317/61	227/45	269/53	313/59

SKILLS

LVL 1	VS Beast 2	LVL 40	P. DEF Increase 2
LVL 15	Regenerate 1		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
50	0	0	0

LVL	Name	TP	Element
8	(Base) Breakthrough	8	
10	(Base) Overrun	30	

LVL	Power	Hit	Effect
8	C	C	Dives into pot to body slam enemy.
10	C	C	Dives into pot to body slam enemy and knock them down.

115 Sea Bishop

Type: Aquatic

Element: Water

Pact: 45%

Residence: Dynasty Ruins



EXP: 95
Gald: 0
Drop 1: Pot Shard 27%
Drop 2: Ink 13%
Leave: Orange Gel
Steal: Squid 17%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
11	50	C			
HP	TP	P.ATK	A.ATK	P.DEF	A.DEF
1497/515	55/13	179/61	137/45	161/53	213/74

SKILLS

LVL 1	VS Beast 1	LVL 22	A.P. DEF Increase 1
LVL 15	TP Increase 1	LVL 38	Relax 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
17	(Base) Blind Fury	17	
20	(Base) Ink Jet	30	Water 1

LVL	Power	Hit	Effect
17			Lowers own Atk to raise Mag (Mag 30% up; 100% success: 30 seconds) (Atk 30% down; 100% success: 30 seconds)
20	B	B	Splits ink at enemy to attack (Dex down 60%; 30% success: 30 seconds)

116 Charybdis

Type: Aquatic

Element: Ice

Pact: 30%

Residence: Quest: Camberio Caves (Rank A)



EXP: 592
Gald: 0
Drop 1: Pot Shard 34%
Drop 2: Ink 22%
Leave: Mixed Gel
Steal: Tuna 26%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
49	100	C			
HP	TP	P.ATK	A.ATK	P.DEF	A.DEF
16107/515	106/8	588/56	571/55	527/48	698/89

SKILLS

LVL 1	VS Beast 2	LVL 40	Add Combo 1
LVL 8	Resist Paralysis 2	LVL 50	P.ATK Increase 2
LVL 30	Resist Fire 2		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
0	+25	0	0

LVL	Name	TP	Element
5	(Base) Breakthrough	4	
10	(Base) Blind Fury	9	
20	(Base) Ink Jet	26	Water 0

LVL	Power	Hit	Effect
5	C	C	Dives into pot to body slam enemy.
10			Lowers own Def to raise Mag (Raises Mag 40%; 100% success: 30 seconds) (Dex 30% down; 100% success: 30 seconds)
20	B	B	Splits ink to attack the enemy (Dex 30% down; 60% success: 90 seconds)

117 Lusca

Type: Aquatic	Element: Ice
Pact: -	Residence: Gladheim
	
EXP:	1208
Gald:	0
Drop 1:	Ice 27%
Drop 2:	Old Coin 20%
Leave:	-
Steal:	Blue Savory 14%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
100	100	C		-	E	O	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
53150/525	1420/6	896/71	896/45	1012/53	1209/59	1201/61	63/63

SKILLS

LVL 8	Regenerate 2	LVL 28	Paralysis Attack 3
LVL 13	Happiness 3	LVL 40	HP Increase 2
LVL 20	SP Master 4		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

LVL	Name	TP	Element
1	(Base) Break Asunder		
16	(Base) Blind Fury		
22	(Base) Ice Jet	29	Water 1
34	(Base) Overmaster	30	
50	(Base) Thawing	55	

LVL	Power	Hit	Effect
1	C	C	Dives into its crown to body slam the enemy.
16	-	-	Lowers own ATK to raise Mag (Mag 60% up, 100% success: 60 seconds) (Atk 30% down, 100% success: 60 seconds)
22	B	B	Spits ink at the enemy (Def 60% down, 30% success: 90 seconds)
34	C	C	Dives into crown to body slam the enemy and knock him down
50	C	B	Attacks an enemy repeatedly and steals their items. Cannot steal from allies.

120 Echeneis

Type: Aquatic	Element: Ice
Pact: 30%	Residence: Temple of Ice
	
EXP:	302
Gald:	0
Drop 1:	Fish Scale 43%
Drop 2:	Quality Scale 15%
Leave:	Sage
Steal:	Shellfish 41%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
25	100	C			D	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
6111/319	102/10	443/71	378/60	342/52	282/43	310/51	94/94

SKILLS

LVL 1	VS Beast 2	LVL 30	Resist Fire 1
LVL 12	Ice Element	LVL 30	P. DEF Increase 2
LVL 20	SP Master 2		


RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

LVL	Name	TP	Element
8	(Base) Arouse	7	Water 0
15	(Base) Ice Flow	21	Ice 1
20	(Base) Refreshing Rain	45	

LVL	Power	Hit	Effect
8	-	-	Raises own Def. (Def 30% up: 100% success: 90 seconds)
15	B	C	Launches balls of ice at the enemy to attack.
20	B	C	Restores status effects of one ally.

118 Killer Fish

Type: Aquatic	Element: Water
Pact: 60%	Residence: Dynasty Ruins
	
EXP:	55
Gald:	0
Drop 1:	Fish Scale 24%
Drop 2:	Grey Manuscript 19%
Leave:	Apple Gel
Steal:	Kamzu 34%

LVL	MAX LVL	GROWTH		FLY	MOVE	SIGN	
7	25	C			D	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
703/319	26/10	144/66	132/65	100/47	101/48	105/51	78/78

SKILLS

LVL 1	VS Beast 1	LVL 15	P. DEF Decrease Attack 1
LVL 3	P. ATK Increase 1		
LVL 20	SP Master 2		


RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0

LVL	Name	TP	Element
6	(Base) Pracy Charm	7	Water 1
10	(Base) Daring Leap	17	
25	(Base) Hydro Blast	42	Water 1

LVL	Power	Hit	Effect
6	C	C	Raises own ally's Atk, and lowers one enemy's: Def. (Atk 30% up, 100% success: 90 seconds)
10	C	B	Spins body while striking.
25	B	B	Breathes water to attack the enemy.

119 Remora

Type: Aquatic	Element: Water
Pact: 45%	Residence: Temple of Ice
	
EXP:	190
Gald:	0
Drop 1:	Fish Scale 39%
Drop 2:	Quality Scale 5%
Leave:	Mint Gel
Steal:	Seaweed 68%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
22	50	C			0	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
1830/319	69/10	435/76	352/65	282/47	259/43	1256/46	69/65

SKILLS

LVL 1	VS Beast 1	LVL 40	Resist Lightning 1
LVL 5	Speed Decrease Attack 2		
LVL 20	SP Master 4		


RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
50	0	0	0

LVL	Name	TP	Element
8	(Base) Anoint	8	Water 1
15	(Base) Daring Leap	-	
25	(Base) Slip Stream	45	

LVL	Power	Hit	Effect
8	C	C	Raises own Def. (Def 30% up, 100% success: 90 seconds)
15	B	C	A flurry of attacks from all three fish as they barrel down on the enemy from above to knock them down.
25	B	C	The three fish charge the enemy with a flurry of attacks.

121 Barracuda

Type: Aquatic	Element: Dark
Pact:	Residence: Gladheim
	
EXP:	911
Gald:	0
Drop 1:	Fish Scale 44%
Drop 2:	Quality Scale 23%
Leave:	-
Steal:	Blue Chamomile 18%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
70	200	A		0	0	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
20782/319	384/10	1093/64	1011/63	860/45	842/46	872/49	43/43

SKILLS

LVL 1	VS Beast 3	LVL 28	Speed Decrease Attack 3
LVL 10	Resist Light 1	LVL 36	P. DEF Decrease Attack 2
LVL 20	SP Master 2		


RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	0	0

LVL	Name	TP	Element
3	(Base) Repelmish	7	Dark 1
8	(Base) Dark Sphere	9	Dark 1
13	(Base) Cleavage	17	Dark 1

LVL	Power	Hit	Effect
3	-	-	Restores one ally's TP by 15.
8	B	C	Launches a ball of darkness to attack an enemy, restoring 2% of damage dealt at TP.
13	-	-	Removes status effects from one ally.
17	-	-	Charges at the enemy, chaining attacks from all three fish.
24	B	C	Plunges down at the enemy from above, chaining attacks from all three fish to knock down the enemy.

122 Sea Hog

Type: Aquatic	Element: Water
Pact: 45%	Residence: Dynasty Ruins
	
EXP:	78
Gald:	0
Drop 1:	Cod 29%
Drop 2:	Grey Manuscripts 19%
Leave:	Orange Gel
Steal:	Snapper 31%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
9	50	C		0	C	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
1218/471	76/28	182/70	97/38	153/59	94/37	182/74	63/63

SKILLS

LVL 1	VS Beast 1	LVL 20	Water Element
LVL 5	A. P. DEF Increase 1	LVL 27	Resist Lightning 2
LVL 20	SP Master 2		


RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0

LVL	Name	TP	Element
9	(Base) Hydro Blast	14	Water 1
15	(Base) Tail Whip	15	
23	(Base) Floodgate	23	Water 1

LVL	Power	Hit	Effect
9	B	B	Fires a jet of water at the enemy.
15	C	C	Strikes the enemy with its tail.
23	-	-	Raises own Mv (Mv 60%: 100% success: 30 seconds)

123 Orca

Type: Aquatic	Element: Water
Pact: 30%	Residence: Dynasty Ruins
	
EXP: 121	Gald: 0
Drop 1: Shellfish 33%	Drop 2: -
Leave: Lavender	Steal: Shrimp 40%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
10	100	C	0	C	0
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
4002/481	79/26	215/80	95/33	150/59	94/32

SKILLS

LVL 1	VS Beast 2	LVL 13	Resist Poison 2
LVL 7	P. ATK Increase 1	LVL 20	Life Charge

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
50	0	0	0

LVL	Name	TP	Element
8	(Base) Hydro Blast	11	Water 1
15	(Base) Tail Whip	15	-
25	(Base) Fervent Charge	33	-

LVL	Power	Hit	Effect
8	B	B	Shoots a jet of water at an enemy.
15	B	C	A flurry of attacks from all three fish as they barrel down on the enemy.
25	B	C	The three fish charge the enemy with a flurry of attacks.

124 Jasconius

Type: Aquatic	Element: Water
Pact: 30%	Residence: Gladsheim
	
EXP: 556	Gald: 0
Drop 1: Seashell 77%	Drop 2: Massive Shell 19%
Leave: Spicific	Steal: Quality Scale 2%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
70	100	C	0	0	0
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
29912/471	432/28	1023/75	493/33	1020/69	501/32

SKILLS

LVL 1	VS Beast 2	LVL 45	Regenerate 2
LVL 5	Resist Shock 2	LVL 55	Resist Earth 2
LVL 30	Shock Attack 2	LVL 65	HP Increase 3

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
50	0	0	0

LVL	Name	TP	Element
10	(Base) Valor Charge	13	-
15	(Base) Wild Ricochet	20	-
20	(Base) Hydro Blast	26	Water 1
40	(Base) Force Bubble	70	Water 2

LVL	Power	Hit	Effect
10	B	C	Spins the body while charging forward to knock the enemy into the ground.
15	B	C	Sends the enemy flying and crushing down to earth.
20	S	A	Sends a jet of water to attack the enemy.
40	A	B	Causes bubbles to appear in the area around itself, then bursts the bubbles to attack.

125 Merrow

Type: Aquatic	Element: Water
Pact: 60%	Residence: Dynasty Ruins
	
EXP: 87	Gald: 174
Drop 1: Fish Scale 51%	Drop 2: -
Leave: Orange Gel	Steal: Carol 15%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
11	25	C	0	C	0
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
1381/464	76/22	210/72	119/39	194/68	131/45

SKILLS

LVL 1	VS Beast 1	LVL 25	Resist Lightning 1
LVL 13	P. ATK Increase 1		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
50	0	0	0

LVL	Name	TP	Element
8	(Base) Mace Tail	9	-
15	(Base) Twin Strike	25	-

LVL	Power	Hit	Effect
8	B	C	Swings tail to knock the enemy down.
15	C	C	Swings its weapon to the side to sweep the area.

126 Nixie

Type: Aquatic	Element: Water
Pact: 45%	Residence: Dynasty Ruins
	
EXP: 134	Gald: 268
Drop 1: Fish Scale 51%	Drop 2: Seashell 21%
Leave: White Mauscript	Steal: Savory 2%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
12	50	C	0	C	0
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
4308/412	91/24	179/54	254/75	136/38	126/38

SKILLS

LVL 1	VS Beast 1	LVL 14	TP Increase 1
LVL 13	A. P. ATK Increase 1	LVL 33	Concentrate 1


RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
50	0	0	0

LVL	Name	TP	Element
8	(Magic) Aqua Edge	8	Water 1
15	(Magic) Splash	22	Water 1
21	(Base) Dark Offering	47	-
25	(Base) Crystal Spray	38	Water 1
40	(Magic) Blessed Drops	49	Water 2

LVL	Power	Hit	Effect
8	B	C	(Prep Time 4s) Shoots blades of water to attack.
15	B	B	(Prep Time 4s) Rains streams of water down on the enemy from above.
21	-	-	Lowers the enemy's Atk and Mag (Atk 30% down, 75% success; 60 seconds) (Mag 30% down, 50% success; 60 seconds)
25	B	B	Brings a stream of water down from the sky.
40	A	B	(Prep Time 8s) Causes countless bubbles to appear at the enemy's feet, then bursts them to attack.

127 Selkie

Type: Aquatic	Element: Water
Pact: 45%	Residence: Temple of Ice
	
EXP: 225	Gald: 449
Drop 1: Fish Scale 48%	Drop 2: Coral 13%
Leave: Mixed Gel	Steal: -

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
26	50	B	0	C	0
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
2736/412	174/19	362/53	431/64	271/37	278/42

SKILLS

LVL 1	VS Beast 1	LVL 25	Scaled Artes Attack 1
LVL 10	Resist Poison 2	LVL 36	Relax 1


RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
50	0	0	0

LVL	Name	TP	Element
5	(Magic) First Aid	8	Water 1
7	(Base) Mace Tail	7	-
15	(Magic) Recover	12	Water 1
20	(Base) Seize Claim	35	Water 1
30	(Base) Slicing Song	53	Fire 0

LVL	Power	Hit	Effect
5	-	-	(Prep Time 4s) Restores 30% of max HP to one ally.
7	C	C	Strikes with the tail to smack the enemy down.
15	-	-	(Prep Time 6s) Restores status effects from one ally.
20	-	-	Lowers enemy's Mag.
30	-	-	(Max 40% down; 50% success; 60 seconds)
30	-	-	Raises all allies' Atk. (Atk 60% up; 75% success; 30 seconds)

128 Nereis

Type: Aquatic	Element: Water
Pact: 45%	Residence: Dynasty Ruins
	
EXP: 674	Gald: 1374
Drop 1: Seashell 37%	Drop 2: Coral 9%
Leave: Panacea Bottle	Steal: Old Coin 14%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
70	50	B	0	C	0
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
9395/464	380/22	994/67	540/34	1008/72	703/45

SKILLS

LVL 1	VS Beast 2	LVL 23	Critical 2
LVL 6	DEX Decrease Attack 2	LVL 40	Resist Lightning 2
LVL 12	DEX Increase 2		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
50	0	0	0

LVL	Name	TP	Element
3	(Base) Sharp Shot	4	-
10	(Base) Scatter Shot	13	-
17	(Base) Grape Shot	22	-
20	(Base) Snail Offending	31	-

LVL	Power	Hit	Effect
3	-	-	Raises own Atk and Dex. (Atk 30% up, 100% success; 30 seconds) (Dex 30% up, 100% success; 30 seconds)
10	B	C	Charges forward while shooting arrows to attack.
17	B	C	Looses arrows from the sky to rain down on the enemy.
20	-	-	Lowers enemy's Mx. (Mv 60% down; 75% success; 30 seconds)

129 Asrai

Type: Aquatic Element: Ice
Pact: 45% Residence: Temple of Ice



EXP: 326
Gald: 653
Drop 1: Seashell 41%
Drop 2: Shimmer Sand 21%
Leave: Peach Manuscript
Steal: Lavender 12%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
27	100	C	C	C	C
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
6397/464	152/12	466/77	218/34	433/73	244/40
383/62	75/75				

SKILLS

LVL 1	V5 Beast 2	LVL 33	Resist Fire 1
LVL 20	Resist Paralysis 2	LVL 40	Speed Cast

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
-50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

LVL	Name	TP	Element
15	(Base) Mace Tail	13	-
17	(Base) Crystal Spray	22	Water 0
19	(Base) Ice Needle	20	Ice 1
21	(Base) Ice Spike	20	-
22	(Base) Ice Rain	30	Ice 1
38	(Base) Absolute	46	Ice 2

LVL	Power	Hit	Effect
15	C	C	Hits the enemy with its tail to smack them down.
17	B	B	Brings streams of water down from the sky.
19	B	C	(Prep Time 4s) Brings down ice from the sky above the enemy.
21	C	C	Swings its weapon to the side to swing the axis.
22	B	A	(Prep Time 6s) Brains sharp icicles down on a wide area.
38	A	B	(Prep Time 6s) Drops the temperature to absolute zero to freeze the enemy.

130 Rusalka

Type: Aquatic Element: Dark
Pact: 45% Residence: Gladheim



EXP: 911
Gald: 1822
Drop 1: Seashell 51%
Drop 2: Coral 24%
Leave: Bible "The Entertainer" 12%
Steal: Bible "The Entertainer" 12%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
27	100	C	C	C	C
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
2348/387	416/24	799/49	1127/70	663/38	722/43
798/49	96/96				

SKILLS

LVL 4	Resist Sleep 2	LVL 27	SP Master 1
LVL 6	DEX Decrease Attack 3	LVL 38	TP Increase 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	-25	+25

LVL	Name	TP	Element
1	(Base) Mace Tail	1	-
4	(Magic) Barrier	8	Earth 1
7	(Magic) Enhance Cast	15	Ice 1
10	(Magic) Doppel	16	Earth 1
12	(Base) Angelic Voice	20	Water 0
18	(Magic) Recover	12	Water 1
20	(Base) Save Claim	26	Water 0
22	(Base) Soul Feast	29	-
34	(Base) Seizing Soul	45	Fire 0
44	(Base) Drip of Dread	58	Dark 1

LVL	Power	Hit	Effect
1	C	C	Swings tail to smack enemies down.
4	-	-	(Prep Time 6s) Raises one ally's Def (Def 30% up; 100% success: 90s).
7	-	-	(Prep Time 6s) Raises one ally's Mag (Mag 30% up; 100% success: 90s).
10	-	-	(Prep Time 4s) Removes negative status effects from one ally.
12	B	C	Plays a song to attack surrounding enemies, and raise all allies' Def and Res (Def 30% up; 100% success: 30 seconds) (Res 30% up; 100% success: 30 seconds).
18	-	-	(Prep Time 6s) Removes status effects from one ally.
20	-	-	Lower's enemy's Mag (Mag 60% down; 50% success: 60 seconds).
22	-	-	Lower's all enemies' prep time (Prep time 60% lower; 75% success: 30 seconds).
34	-	-	Raises all allies' Atk (Atk 60% up; 75% success: 30 seconds).
44	-	-	Sends all enemies into Swoy state (Swoy LVL 4 50%).

133 Bullfrog

Type: Toad Element: Water
Pact: 45% Residence: Dynasty Ruins



EXP: 86
Gald: 0
Drop 1: Golegoku Egg 22%
Drop 2: Golegoku Gel 12%
Leave: Lemon Gel
Steal: -

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
10	50	C	D	D	D
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
1252/475	57/12	191/76	209/79	116/45	132/50
208/63	78/78				

SKILLS

LVL 1	Beast 1	LVL 25	HP Increase 1
LVL 8	Resist Poison 2		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
50	0	0	0

LVL	Name	TP	Element
13	(Base) Desperate Charge	13	-
15	(Base) Hydro Blast	23	Water 1

LVL	Power	Hit	Effect
13	C	C	Body slams the enemy and steals an item. Cannot steal from allies.
15	B	B	Shoots a jet of water at an enemy.

131 Polwige

Type: Toad Element: Water
Pact: 60% Residence: Lake Sino Cave



EXP: 16
Gald: 0
Drop 1: Seaweed 62%
Drop 2: Grey Manuscript 19%
Leave: Apple Gel
Steal: -

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
2	25	C	D	D	D
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
423/336	14/11	67/54	70/58	55/45	73/59
69/56	42/42				

SKILLS

LVL 1	V5 Beast 1	LVL 15	Resist Lightning 1
LVL 6	DEX Increase 1		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
50	0	0	0

LVL	Name	TP	Element
8	(Base) Prayer	9	Water 2
15	(Base) Desperate Charge	25	-

LVL	Power	Hit	Effect
8	-	-	Changes two elements on the Element Grid to Water.
15	C	B	Body slams the enemy.

132 Grindylow

Type: Toad Element: Ice
Pact: 45% Residence: Temple of Ice



EXP: 181
Gald: 0
Drop 1: Konbu 64%
Drop 2: Rubbery Hide 24%
Leave: Orange Gel
Steal: -

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
21	50	C	D	D	D
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
1981/356	45/7	296/54	323/58	294/55	246/46
46/46					

SKILLS

LVL 1	V5 Beast 1	LVL 30	Paralysis Attack 1
LVL 18	Ice Element	LVL 40	Resist Fire 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0

LVL	Name	TP	Element
5	(Base) Frog Song	5	-
15	(Base) Frost Breath	23	Ice 1

LVL	Power	Hit	Effect
5	-	-	Raises own Mag (Mag 30% up; 100% success: 90 seconds).
15	C	C	Breathes ice to attack enemies (Paralysis LVL 3 30%).

134 Oannes

Type: Toad Element: Ice
Pact: 30% Residence: Temple of Ice



EXP: 225
Gald: 0
Drop 1: Rubbery Hide 44%
Drop 2: Grey Manuscript 13%
Leave: Pineapple Gel
Steal: Bible "Listening" 6%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
24	100	C	D	D	D
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
2427/415	145/27	370/64	425/59	228/45	235/45
375/73	8/8				

SKILLS

LVL 1	V5 Beast 2	LVL 30	Resist Fire 2
LVL 10	TP Increase 2	LVL 50	A. DEF Increase 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

LVL	Name	TP	Element
15	(Base) Brownbeat	20	-
20	(Base) Frost Breath	26	Ice 1

LVL	Power	Hit	Effect
15	-	-	Low's the enemy's Def and Res (Def 30% down; 100% success: 30 seconds) (Res 30% down; 100% success: 30 seconds).
20	B	B	Breathes ice at the enemy to attack (Paralysis LVL 3 30%).

135 Baal

Type: Aquatic

Element: Fire

Pact: 30%

Resistance: Triet Ruins



EXP: 459
Gold: 0
Drop 1: Rubbery Hide 38%
Drop 2: Gekogyo Oil 15%
Leaves: Specific
Steal: -

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
49	100	C		-	D	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
13222/495	211/20	808/86	707/74	421/74	431/45	758/83	83/83

SKILLS

LVL 1	VS Beast 2	LVL 28	Resist Water 2
LVL 5	Fire Element	LVL 45	P. ATK Increase 2
LVL 8	Resist Sick 2		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0
LVL Name	TP	Element	
11 (Base) Desperate Charge	10	-	
15 (Base) Burnout	20	Fire 1	
20 (Base) Indecent	26	Fire 1	
LVL Power Hit Effect			
11 C C	Body slams the enemy and steals an item. Cannot steal from allies.		
15 -	Lowest enemy's Atk and Mag. (Atk 30% down; 100% success: 30 seconds) (Mag 30% down; 100% success: 30 seconds)		
20 B B	Breathes fire to attack the enemy.		

136 Hequet

Type: Aquatic

Element: Light

Pact: -

Resistance: Gladshiem



EXP: 911
Gold: 0
Drop 1: Rubbery Hide 39%
Drop 2: Gekogyo Egg 33%
Leaves: -
Steal: Blue Sage 9%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
70	200	C			D	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
2350/5475	279/22	969/76	963/74	585/45	598/45	1196/93	90/90

SKILLS

LVL 1	Petify Attack	LVL 30	Run Away
LVL 8	Resist Poison 3	LVL 37	Item Gether
LVL 21	SP Master 2	LVL 40	Resist Fire 3
LVL 28	Weak Attack 3		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	+25	25
LVL Name	TP	Element	
17 (Base) Lost Wind	14	-	
18 (Base) Desperate Charge	14	-	
25 (Base) Body Press	19	-	
34 (Base) Solar Blast	38	Light 1	
LVL Power Hit Effect			
12 -	Lowest enemy's preparation time and movement speed. (Prep time 30% down; 100% success: 30 seconds) (Mov 30% down; 100% success: 30 seconds)		
18 -	Body slams the enemy and steals an item. Cannot steal from allies.		
25 C C	Jumps on an enemy in the air to slam them down to the ground.		
34 B B	Breathes light to attack the enemy. (Weak Lvl 4 40%)		

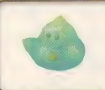
137 Slime

Type: Free Form

Element: Ice

Pact: 60%

Resistance: Underground Ruins



EXP: 32
Gold: 0
Drop 1: Slime Oil 25%
Drop 2: Gey Manuscript 6%
Leaves: Apple Gel
Steal: Pebble 74%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
4	25	C			E	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
651/393	12/6	99/60	88/53	143/85	41/24	73/44	81/81

SKILLS

LVL 1	VS Magical Being 1	LVL 25	Resist Fire 1
LVL 13	HP Increase		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
-50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0
LVL Name	TP	Element	
11 (Base) Implosion	25	-	
LVL Power Hit Effect			
B C C	Launches a ball of water at the enemy to attack. (Poison Lvl 1 10%)		
15 C B	Launches multiple balls of water into an area to attack. (Poison Lvl 1 10%)		

138 Mousse

Type: Free Form

Element: Ice

Pact: 60%

Resistance: Underground Ruins



EXP: 56
Gold: 0
Drop 1: Blue Fluid 84%
Drop 2: -
Leaves: Sage
Steal: Ore 33%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
5	50	C			E	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	WCL
2283/403	12/4	130/70	91/48	154/85	40/19	84/44	60/60

SKILLS

LVL 1	VS Magical Being 1	LVL 16	Speed Decrease Attack 1
LVL 12	Resist Paralysis 1	LVL 30	P. DEF Increase

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
-50	+50	0	0
Lightning	Ice	Light	Darkness
0	+25	0	0
LVL Name	TP	Element	
8 (Base) Implosion	8	-	
20 (Base) Erosion	30	-	
LVL Power Hit Effect			
B C C	Launches a ball of water to attack the enemy. (Mov 30% down; 30% success: 30 seconds)		
20 C C	Extends body to the side to attack the enemy. (Def 30% down; 30% success: 60 seconds)		

139 Jelly

Type: Free Form

Element: Ice

Pact: 45%

Resistance: Temple of Lightning



EXP: 276
Gold: 0
Drop 1: Slime Oil 39%
Drop 2: Yellow Fluid 29%
Leaves: Orange Gel
Steal: Raw Iron 11%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
5	50	C		-	E	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
3098/393	69/6	509/65	395/48	724/95	175/19	327/39	12/1

SKILLS

LVL 1	VS Magical Being 1	LVL 17	A. DEF Increase 1
LVL 15	Resist Paralysis 2	LVL 27	Lift Drain 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
-50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0
LVL Name	TP	Element	
20 (Base) Erosion	30	-	
28 (Base) Overgrowth	57	-	
LVL Power Hit Effect			
20 C C	Extends body to the side to attack the enemy. (Def 30% down; 30% success: 60 seconds)		
38 C C	Extends body vertically to attack the enemy and steal an item. Cannot steal from allies.		

140 Ooze

Type: Free Form

Element: Water

Pact: 45%

Resistance: Temple of Earth



EXP: 302
Gold: 0
Drop 1: Slime Oil 43%
Drop 2: Yellow Fluid 26%
Leaves: Mixed Gel
Steal: Minerals 42%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
35	50	C			E	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
3451/393	148/16	462/55	454/53	694/53	229/24	383/44	80/80


SKILLS

LVL 1	Magical Being 2	LVL 20	Resist Lightning 1
LVL 5	Resist Poison 2	LVL 27	Sick Attack 2
LVL 9	DEX Increase 1		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
0	0	0	0
LVL Name	TP	Element	
15 (Base) Erosion	23	-	
23 (Base) Overgrowth	35	-	
LVL Power Hit Effect			
15 C C	Extends body to the side to attack enemy. (Def 60% down; 30% success: 30 seconds)		
23 C C	Extends body upward to attack enemy and steal an item. Cannot steal from allies.		

141 Pudding

Type: Free Form	Element: Ice
Pact: 45%	Resistance: Temple of Lightning
	
EXP:	368
Gald:	0
Drop 1:	Slime Oil 49%
Drop 2:	Yellow Fluid 35%
Leave:	Chameleon
Steal:	Electrum 12%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
33	50	C			E	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
10716/501	108/14	552/74	264/35	674/91	148/19	480/67	83/83

SKILLS	
LVL 1 VS Magical Being 2	LVL 40 Weak Attack 2
LVL 10 P. DEF Decrease Attack 2	LVL 45 P. DEF Increase 1
LVL 35 Lure 2	

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
<50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0
LVL Name	TP	Element	
15 (Base) Dispower	23		
25 (Base) Enrison	38		
LVL Power	Hit	Effect	
15 C B		Launches multiple balls of water in the surrounding area to attack. (Weak LV. 3 30%)	
25 C C		Extends body to the side to attack the enemy (lowers Def 60%, 30% success, 30 seconds)	

142 Slime Mold

Type: Free Form	Element: Dark
Pact: 30%	Resistance: Ginnungagap
	
EXP:	476
Gald:	0
Drop 1:	Slime Oil 50%
Drop 2:	Black Fluid 24%
Leave:	Lemon Gel
Steal:	Damascus 7%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
53	100	C			E	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
17589/526	124/9	917/84	290/25	1024/96	213/14	738/67	83/83

SKILLS	
LVL 1 VS Magical Being 2	LVL 40 Sleep Attack 2
LVL 10 Resist Sleep 2	LVL 45 HP Increase 2
LVL 35 Speed Decrease Attack 2	

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	+25	0
LVL Name	TP	Element	
7 (Base) Impison	6		
15 (Base) Dispower	20		
20 (Base) Enrison	26		
35 (Base) Overgrowth	46		
LVL Power	Hit	Effect	
7 C C		Launches balls of water to attack the enemy (Lv. 60% down, 60% success, 90 seconds)	
15 B B		Launches numerous balls of water at an area to attack (Lv. 60% down, 60% success, 90 seconds)	
20 C C		Moves body to the side to attack (Def 30% down, 30% success, 90 seconds)	
35 C C		Moves body vertically to attack and steal an item. Cannot steal from allies.	

143 Ligeia

Type: Free Form	Element: Lightning
Pact: -	Resistance: Gladsheim
	
EXP:	966
Gald:	0
Drop 1:	Slime Oil 54%
Drop 2:	Red Fluid 38%
Leave:	Leaves
Steal:	Philosopher's Stone 2%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
80	100	C			E	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
38889/546	144/5	1238/79	479/30	1579/101	317/19	896/57	22/22

SKILLS	
LVL 1 VS Magical Being 3	LVL 30 Shock Attack 3
LVL 3 SP Master 2	LVL 33 Resist Poison 3
LVL 5 Sick Attack 3	LVL 46 P. DEF Decrease Attack 3
LVL 13 Resist Earth 1	

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	+50	0	50
Lightning	Ice	Light	Darkness
+25	0	0	0
LVL Name	TP	Element	
8 (Base) Impulse	7		
16 (Base) Disorder	21		
22 (Base) Enrison	29		
27 (Base) Overgrowth	35		
LVL Power	Hit	Effect	
8 C C		Launches balls of water to attack the enemy (Sway LV. 4 40%)	
16 C B		Launches multiple balls of water to attack an area. (Sway LV. 4 40%)	
22 C C		Extends body to the side to attack (Def 50% down, 30% success, 60 seconds)	
27 C C		Extends body to the side to attack the enemy and steal items. Cannot steal from allies.	

144 Leech

Type: Free Form	Element: Water
Pact: 60%	Resistance: Dynasty Ruins
	
EXP:	63
Gald:	0
Drop 1:	Pebble 52%
Drop 2:	Saliva 24%
Leave:	Apple Gel
Steal:	-


LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
8	25	C			E	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
918/367	46/15	213/84	43/16	247/97	63/63	113/42	37/37

SKILLS	
LVL 1 VS Magical Being 1	LVL 25 Resist Lightning 1
LVL 13 Life Drain 1	

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	0	0	0
Lightning	Ice	Light	Darkness
50	0	0	0
LVL Name	TP	Element	
8 (Base) Sand Breath	14	Earth 0	
15 (Base) Hungry Molt	25	Water 1	
LVL Power	Hit	Effect	
8 A A		Breathes sand at the enemy (Dex 30% down, 30% success, 30 seconds)	
15 B B		Attack enemies with a foul odor. (Atk 30% down, 30% success, 30 seconds)	

145 Poison Leech

Type: Free Form	Element: Water
Pact: 45%	Resistance: Iselia Human Ranch
	
EXP:	199
Gald:	0
Drop 1:	Saliva 45%
Drop 2:	Demon Attack 17%
Leave:	Poison Bottle
Steal:	Venom 12%


LVL	MAX LVL	GROWTH		FLY	MOV	STUN	
23	50	C			E	0	
HP	TP	P.ATK	A.ATK	P.DEF	A.DEF	DEX	LUCK
2256/377	98/13	545/94	73/11	556/97	109/18	243/42	37/37

SKILLS	
LVL 1 VS Magical Being 1	LVL 8 P. DEF Increase 1
LVL 5 Resist Poison 2	LVL 28 Poison Attack 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
50	0	0	0
LVL Name	TP	Element	
15 (Base) Poison Breath	23	Water 1	
LVL Power	Hit	Effect	
15 A A		Splits fluid to attack the enemy (Poison LV. 2 20%)	

146 Leech King

Type: Free Form	Element: Wind
Pact: 30%	Resistance: Iselia Human Ranch
	
EXP:	290
Gald:	0
Drop 1:	Dragon Blood 38%
Drop 2:	Philosopher's Stone 2%
Leave:	Peach Manuscript
Steal:	Sage 15%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
24	100	C			E	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
7032/387	72/11	500/84	107/16	637/107	157/73	220/32	0/0

SKILLS	
LVL 1 VS Magical Being 2	LVL 20 HP Increase 2
LVL 5 Resist Sealed Artes 2	LVL 27 Resist Ice 2
LVL 9 Lure 2	

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	-50	0	0
LVL Name	TP	Element	
15 (Base) Choke Breath	20	Wind 1	
23 (Base) Giant Growth	20		
LVL Power	Hit	Effect	
15 A A		Breathes wind to attack the enemy (Mute LV. 3 30%)	
23 C C		Expands the body to attack surrounding enemies	

147 Blood Sucker

Type: Free Form Element: Water
Pact: 45% Resistance: Dwarf Mine (Rank A)



EXP: 415
Gald: 0
Drop 1: Saliva 32%
Drop 2: Demon Blood 20%
Leave: Virus Bottle
Steal:

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
48	50	C		E	0		
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK

SKILLS

LVL 1 VS Magical Being 2	LVL 20 Life Drain 2
LVL 5 Resist Poison 2	LVL 40 Resist Lightning 2
LVL 10 Sick Attack 2	

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0

LVL	Name	TP	Element
8	(Base) Praying Breath	12	Water 1
30	(Base) Blood Fume	60	Water 1

LVL	Power	Hit	Effect
8	A	A	Spits fluid to attack (Sick LVL 3 30%)
30	B	B	Brings a torrent of water down from the sky

148 Blood Bound

Type: Free Form Element: Fire
Pact: - Residence: Gladshiem



EXP: 966
Gald: 0
Drop 1: Saliva 44%
Drop 2: Dragon Blood 15%
Leave: -
Steal: Blue Savory 11%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
80	100	A			E	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK

SKILLS

LVL 1 Resist Poison 3	LVL 32 Critical 2
LVL 8 SP Master 2	LVL 34 Life Drain 3

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0

LVL	Name	TP	Element
15	(Base) Hungry Mist	20	Water 0
18	(Base) Incinerate	24	Fire 1
28	(Base) Giant Growth	23	-
30	(Base) Magma Pain	53	Fire 1

LVL	Power	Hit	Effect
15	C	B	Attacks the enemy with a foul odor (Atk 30% down, 30% success: 60 seconds)
18	A	A	Breathes fire at the enemy.
28	C	C	Expands even body to attack surrounding enemies.
30	B	B	Pours lava on enemies located in the surrounding area.

149 Gamat

Type: Free Form Element: Water
Pact: 60% Resistance: Underground Ruins



EXP: 40
Gald: 0
Drop 1: Roper Vine 41%
Drop 2: Grey Manuscript 14%
Leave: Orange Gel
Steal: Pebble 47%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
5	25	C			E	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
747/417	57/32	764/2	126/70	92/52	144/81	714/40	89/89

SKILLS

LVL 1 VS Magical Being 1	LVL 25 Resist Lightning 1
LVL 15 Life Drain 1	

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0

LVL	Name	TP	Element
8	(Base) Life Force	9	Water 1
13	(Base) Acid Rain	22	Water 1

LVL	Power	Hit	Effect
8	-	-	Restores one ally's HP by 30% of max.
13	C	C	Releases fluid into the surrounding area to attack (Def 30% down, 30% success: 60 seconds)

150 Anemone

Type: Free Form Element: Water
Pact: 45% Resistance: Camberito Caves



EXP: 181
Gald: 0
Drop 1: Roper Vine
Drop 2: Demon Blood 13%
Leave: Pineapple Gel
Steal: -

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
21	50	C			E	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
2074/417	145/27	252/52	377/75	248/52	328/66	225/45	98/98

SKILLS

LVL 1 VS Magical Being 1	LVL 35 A. ATK Increase 1
LVL 15 Resist Poison 2	LVL 45 TP Increase 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0

LVL	Name	TP	Element
25	(Base) Acid Rain	15	Water 1
40	(Base) Fatal Blow	60	

LVL	Power	Hit	Effect
10	C	C	Releases fluid into the surrounding area to attack (Def 30% down, 30% success: 60 seconds)
25	C	C	Beats the enemy into the air, then send them crashing to earth.
40	B	B	Hits the enemy with a chain of attacks to send them flying.

151 Lunantisidhe

Type: Free Form Element: Water
Pact: 30% Resistance: Lazareno Building Number Two



EXP: 449
Gald: 0
Drop 1: Roper Vine 40%
Drop 2: Sap 18%
Leave: Life Bottle
Steal: Moss 29%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
48	100	C			E	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
13131/437	247/23	412/42	776/75	625/62	728/71	418/40	52/52

SKILLS

LVL 1 VS Magical Being 2	LVL 30 Resist Lightning 2
LVL 10 Mental Charge	LVL 40 A. ATK Increase 2
LVL 20 Stealth 2	

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0

LVL	Name	TP	Element
15	(Base) Life Force	4	Water 1
8	(Base) Purify	7	Water 1

LVL	Power	Hit	Effect
5	-	-	Restores 30% of one ally's HP.
8	-	-	Heals one ally of status effects.

152 Blue Rose

Type: Free Form Element: Water
Pact: 45% Resistance: Temple of Ice



EXP: 199
Gald: 0
Drop 1: Roper Vine 41%
Drop 2: Shining Sand 16%
Leave: Mixed Gel
Steal: Electrum 9%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
23	50	C			E	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
6522/417	162/27	209/37	412/80	243/47	404/76	266/50	12/12

SKILLS

LVL 1 VS Magical Being 2	LVL 20 A. DEF Increase
LVL 20 Cast Delay Attack 1	LVL 45 Relas


RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0

LVL	Name	TP	Element
8	(Base) Life Force	8	Water 1
11	(Base) Acid Rain	17	Water 1

LVL	Power	Hit	Effect
8	-	-	Restores one ally's HP by 30% of max.
11	C	B	Rains fluid down on the surrounding area to attack (Def 30% down, 30% success: 90 seconds)

153 Incognito

Type: Free Form	Element: Dark
Pact: 30%	Residence: Gladheim
	
EXP: 1208	
Gald: 0	
Drop 1: Roper Vine 57%	
Drop 2: Arimius 16%	
Leave: -	
Steal: Blue Bellbane 11%	

LVL	MAX LVL	GROWTH	FLY	MOVE	SPIN
100	100	C			
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
42/358/417	690/27	948/40	146/173	106/50	1057/48

SKILLS			
LVL 1	VS Magical Being 3	LVL 28	Spirit Drain 3
LVL 18	Life Drain 3	LVL 34	Speed Decrease Attack 3
LVL 20	SP Master 1	LVL 45	Regenerate 3

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	+25	+25

LVL	Name	TP	Element
8	(Base) Acid Rain	11	Water 0
14	(Base) Dreamchant	12	Dark 1
25	(Base) Crush	22	
40	(Base) Field Flow	53	

LVL	Power	Hit	Effect
8	C	B	Barb flut down on the surrounding area to attack. Defense 60% down; 30% success; 60 seconds.
14	-	-	Removes status effects from one ally.
25	C	-	Knocks the enemy into the air; then slams them back to earth.
40	B	B	Hits the enemy with a chain of attacks to send them into the air.

156 Cacodemon

Type: Demon	Element: Lightning
Pact: 30%	Residence: Temple of Darkness
	
EXP: 243	
Gald: 487	
Drop 1: Small Demon Wing 38%	
Drop 2: Small Demon Tail 25%	
Leave: Orange Gel	
Steal: -	

LVL	MAX LVL	GROWTH	FLY	MOVE	SPIN
26	100	C			
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
2296/389	85/14	397/66	358/58	330/57	303/51

SKILLS			
LVL 1	VS Dragon 1	LVL 12	Resist Shock 1
LVL 8	HP Increase 1	LVL 30	Spirit Drain 1


RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	+50	0	-50
Lightning	Ice	Light	Darkness
+25	0	0	0

LVL	Name	TP	Element
5	(Magic) Lightning	9	Lightning 1
15	(Base) Foresight	13	
20	(Magic) Thunder Blade	28	Lightning 1
22	(Base) Lightning Blow	19	

LVL	Power	Hit	Effect
5	B	C	(Prep Time 4s) Calls forth a small lightning bolt from above the enemy.
15	-	-	Raises own Def. (Def 30% up; 100% success; 30 seconds).
20	B	B	(Prep Time 6s) Summons a giant sword that generates lightning in the surrounding area to attack.
22	C	C	Strikes with full power to knock the enemy down.

154 Imp

Type: Demon	Element: Dark
Pact: 30%	Residence: Lake Sinoa Cave
	
EXP: 52	
Gald: 104	
Drop 1: Demon Tail 100%	
Drop 2: -	
Leave: -	
Steal: -	

LVL	MAX LVL	GROWTH	FLY	MOVE	SPIN
4	200	B			
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
576/339	12/7	101/59	93/53	91/50	84/49

SKILLS			
LVL 17	Run Away	LVL 40	Relax 1
LVL 20	Stealth 1	LVL 52	Technical 1
LVL 33	Sky Combo 1	LVL 60	Resist P. Aliments 3

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	+25	+25

LVL	Name	TP	Element
10	(Base) Head Butt	8	
14	(Base) Twin Cast	14	
21	(Base) Wing Beat	24	
25	(Base) Drizzle Down	19	

LVL	Power	Hit	Effect
10	C	-	Headbutts the enemy to attack.
18	-	-	Performs two preparation speed. (Prep speed 30% faster; 100% success; 30 seconds).
21	B	B	Spins horizontally to attack surrounding enemies.
25	C	C	Throws the enemy with all its might.

155 Pit Fiend

Type: Demon	Element: Earth
Pact: 45%	Residence: Temple of Earth
	
EXP: 328	
Gald: 657	
Drop 1: Pebble 67%	
Drop 2: Small Demon Wing 23%	
Leave: Stone Bottle	
Steal: Ore 40%	

LVL	MAX LVL	GROWTH	FLY	MOVE	SPIN
38	50	C			
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
3368/389	123/14	631/76	501/63	468/57	477/51

SKILLS			
LVL 1	VS Dragon 2	LVL 33	Resist Wind 1
LVL 17	Resist Penalty 2	LVL 40	Penalty Attack 2


RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
8	(Magic) Stone Blast	7	Earth 1
15	(Base) Head Butt	15	
21	(Magic) Stalagmite	20	Earth 1
30	(Base) Shield Sphere	30	

LVL	Power	Hit	Effect
8	B	B	(Prep Time 4 seconds) Causes clusters of boulders to appear from the ground to attack enemies.
15	C	C	Headbutts the enemy to attack.
21	B	C	(Prep Time 6 seconds) Causes boulders to appear below the enemy to attack.
30	-	-	Raises own Def. (Def 60% up; 100%; 30 seconds).

157 Pied Piper

Type: Demon	Element: Wind
Pact: 30%	Residence: Lezarenno Building Number two
	
EXP: 459	
Gald: 917	
Drop 1: Small Demon Wing 31%	
Drop 2: -	
Leave: Purple Manuscript	
Steal: Horn Flute 3%	

LVL	MAX LVL	GROWTH	FLY	MOVE	SPIN
49	100	B			
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
4150/389	221/14	719/65	681/62	609/56	611/55

SKILLS			
LVL 1	VS Dragon 2	LVL 20	Resist Ice 1
LVL 7	Resist Sealed Artes 2	LVL 40	P.A.T. Decrease Attack 2
LVL 10	Lure 2		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	50	0	0

LVL	Name	TP	Element
3	(Magic) Wind Cutter	8	Wind 1
6	(Base) Dokumonyo	9	
12	(Base) Sonic Burst	16	Wind 1
21	(Base) Wing Beat	22	
20	(Magic) Turbulence	22	Wind 1
23	(Base) Exorcist	45	

LVL	Power	Hit	Effect
3	B	C	(Prep Time 4s) Creates blades of wind in the area around the enemy.
6	C	C	Lowest Def. of all allies. (Def 30% down; 100% success; 30 seconds).
12	B	C	Attacks enemy with music. (Music Lvl 3 30%).
17	B	C	Spins around sideways to attack surrounding enemies.
20	A	C	(Prep Time 6s) Summons a tornado to pull in enemies.
23	-	-	Raises the Atk and Mag of all allies and enemies. (Atk 30% up; 100% success; 30 seconds). (Def 30% up; 100% success; 30 seconds).

158 Gremlin

Type: Demon	Element: Lightning
Pact: 60%	Residence: Lake Sinoa Cave
	
EXP: 40	
Gald: 79	
Drop 1: Small Demon Wing 61%	
Drop 2: -	
Leave: Apple Gel	
Steal: Knife 16%	

LVL	MAX LVL	GROWTH	FLY	MOVE	SPIN
5	25	C			
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
705/399	26/12	139/76	103/58	103/57	88/51

SKILLS			
LVL 1	VS Dragon 1	LVL 20	Resist Earth 1
LVL 9	Item Finder 1		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	+50	0	-50
Lightning	Ice	Light	Darkness
+25	0	0	0

LVL	Name	TP	Element
4	(Magic) Lightning	9	Lightning 1
8	(Base) Head Butt	9	
11	(Magic) Charge	24	Lightning 1
15	(Base) Brain Storm	17	

LVL	Power	Hit	Effect
4	B	C	(Prep Time 4s) Calls down a small lightning bolt on the enemy from above.
8	C	C	Headbutts the enemy to attack.
11	-	-	(Prep Time 4s) Restores 15TP to one ally.
15	-	-	Raises own Mag. (Raise Mag 30%; 100% success; 30 seconds).

159 Demon

Type: Demon Element: Dark
Pact: 45% Residence: Temple of Darkness



EXP: 259
Gald: 510
Drop 1: Demon Wing 33%
Drop 2: Demon Horn 30%
Leaves: Mixed Gels
Steal: Skull 11%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
30	50	C		0	C	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
3265/542	101/17	457/77	411/67	371/61	378/60	376/60	23/20

SKILLS

LVL 1 VS Dragon 2 LVL 10 P. DEF Increase 1
LVL 5 Resist Sleep 2 LVL 40 Resist Light

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	25	+25

LVL	Name	TP	Element
8	(Base) Howling	10	-
20	(Mage) Negative Gate	32	Dark 1
30	(Base) Onslaught	30	-

LVL	Power	Hit	Effect
8	-	-	Raises own Atk, and lowers one enemy's Def (Atk 30% up, 100% success: 30 seconds) (Def 30% down, 100% success: 30 seconds)
20	8	B	(Prep Time 6s) Draws enemies into a magical dimension where their actions are sealed.
30	B	C	Attacks the enemy with two slashes.

160 Archdemon

Type: Demon Element: Ice
Pact: 30% Residence: Temple of Darkness



EXP: 375
Gald: 750
Drop 1: Demon Horn 38%
Drop 2: Pointed Horn 14%
Leaves: Lavender
Steal: -

LVL	MAX LVL	GROWTH		FEY	MOVE	STUN	
31	100	C		0	C	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
9966/547	141/16	462/77	428/67	425/71	388/60	320/50	72/72

SKILLS

LVL 1 VS Dragon 2 LVL 40 Resist Fire 2
LVL 11 Ice Element LVL 45 Paralysis Attack 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

LVL	Name	TP	Element
17	(Mage) Icicle Rain	30	Ice 1
20	(Base) Shatter	18	-
33	(Base) Crush Edit	58	Ice 1

LVL	Power	Hit	Effect
17	B	A	(Prep Time 6s) Drops shards of ice over a wide area.
20	C	C	Plunges down at the enemy to knock them down (Def 30% down, 30% success: 60 seconds)
33	A	B	Summons ice in their own location and shatters it to attack enemies.

161 Vroom

Type: Demon Element: Fire
Pact: - Residence: Gladstheim



EXP: 1731
Gald: 3462
Drop 1: Demon Horn 48%
Drop 2: Pointed Horn 24%
Leaves: -
Steal: Hell's Fury 1%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
133	200	C			C	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
74376/527	405/20	1880/82	1440/68	1448/66	1299/55	1433/60	84/84

SKILLS

LVL 1 VS Dragon 2 LVL 15 Shock Attack 3
LVL 5 Resist Sleep 3 LVL 20 SP Master 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	50	0	0
Lightning	Ice	Light	Darkness
0	+30	0	0

LVL	Name	TP	Element
10	(Base) Roar of Terror	13	-
22	(Base) Shatter	17	-
30	(Base) Onslaught	34	-
35	(Base) Fatal Roar	53	Fire 1
50	(Base) Meteor Storm	58	Fire 2

LVL	Power	Hit	Effect
10	-	-	Lower the Atk of all enemies (Lower Atk 30%, 100% success: 30 seconds)
22	B	-	Plunges down from above to knock an enemy down. (Def 60% down, 30% success: 30 seconds)
30	B	C	Slashes at the enemy twice to attack.
35	A	C	Raises a huge explosion around it to launch enemies upward and send them crashing to earth.
50	A	C	(Prep Time 9 seconds) Calls a swarm of meteors to attack a wide area, sending enemies flying and crashing back to earth.

162 Lamia

Type: Demon Element: Earth
Pact: 60% Residence: Temple of Darkness



EXP: 230
Gald: 459
Drop 1: Lamia Tail 46%
Drop 2: -
Leaves: Apple Gel
Steal: Pork 58%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
29	25	C			E	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
3072/662	95/10	502/62	295/43	370/58	265/40	416/75	58/58

SKILLS

LVL 1 VS Dragon 1 LVL 25 Resist Wind 1
LVL 13 P. DEF Increase 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
1	(Base) Tail Blow	9	-
15	(Base) Twin Strike	25	-

LVL	Power	Hit	Effect
8	C	-	Hits the enemy with its tail to knock them down.
15	B	C	Swings the weapon it holds from side to side, then up and down to attack.

163 Graecae

Type: Demon Element: Earth
Pact: 45% Residence: Temple of Lightning



EXP: 302
Gald: 605
Drop 1: Giant Skull 28%
Drop 2: Chicken Bones 18%
Leaves: Stone Battle
Steal: Chicken 63%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
35	50	C			E	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
3527/462	106/10	585/77	389/48	388/53	347/45	56/75	7/7

SKILLS

LVL 1 VS Dragon 1 LVL 18 Petrially Attack 1
LVL 8 A. DEF Increase LVL 20 Resist Petrially 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
5	(Base) Tail Blow	5	-
40	(Base) Corpse Dance	70	-

LVL	Power	Hit	Effect
5	C	C	Strikes the enemy with its tail to knock it down.
40	-	-	Lowers enemy's Mr. (Mr 60% down, 75% success: 30 seconds)

164 Erinyes

Type: Demon Element: Dark
Pact: 45% Residence: Temple of Darkness



EXP: 335
Gald: 670
Drop 1: Lamia Amulet 33%
Drop 2: Karma Fruit 65%
Leaves: Common Manuscript
Steal: Sage 21%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
30	50	C		-	E	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
10017/565	65/6	649/109	203/31	527/86	199/30	44/75	39/39

SKILLS

LVL 1 VS Dragon 1 LVL 32 P. ATK Increase 2
LVL 25 Resist Light 1 LVL 45 Add Combo 1


RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	25	+25


LVL	Name	TP	Element
5	(Base) Tail Blow	5	-
15	(Base) Smite	15	-
30	(Base) Radio Dance	53	-

LVL	Power	Hit	Effect
5	C	C	Strikes the enemy with its tail to knock them down.
15	C	C	Uses full power to strike the enemy and knock them down.
30	-	-	Raises the Atk of all allies (Atk 30% up, 100% success: 30 seconds)


165 Gorgon

Type: Demon	Element: Earth
Pact: 30%	Resistance: Gimmungagap
	
EXP: 534	
Gald: 1067	
Drop 1: Lamia Amulet 27%	
Drop 2: Lamia Hairpin 27%	
Leaves: Stone Bottle	
Steal: Evil Perfume 17%	
LVL	MAX LVL
57	100
HP	TP
5704/472	122/8
ATK	DEF
495/38	484/58
DEX	LUCK
85/75	81/68
SKILLS	
LVL 1	VS Dragon 2
LVL 20	Regenerate 1
LVL 21	DEX Increase 2
LVL 33	Resist Wind 2
LVL 45	Periody Attack 2
RESISTANCES (%) & ARTES	
Fire	Water
0	+50
Lightning	Ice
+50	0
Light	Darkness
0	0
LVL Name	TP
11 (Base) Tail Blow	10
17 (Base) Weapon Dash	15
40 (Base) Fantastic Dance	61
LVL Power	Hit Effect
11 C C	Hits the enemy with its tail to knock them down.
17 C	Swings sword through the air to toss the enemy up and send them crashing back to earth.
40	Turns the enemy to stone (Stone LV 3 50%)


166 Echidna

Type: Demon	Element: Dark
Pact: 30%	Resistance: Gimmungagap
	
EXP: 701	
Gald: 1402	
Drop 1: Lamia Scale 45%	
Drop 2: Evil Eye 13%	
Leaves: Sage	
Steal: Spices 41%	
LVL	MAX LVL
58	100
HP	TP
19026/585	113/7
ATK	DEF
1078/99	372/31
DEX	LUCK
754/70	85/65
SKILLS	
LVL 1	VS Dragon 2
LVL 10	Dark Element
LVL 20	Resist Sleep 2
LVL 30	A DEF Decrease Attack 2
LVL 55	HP Increase 2
LVL 65	Add Combo 2
RESISTANCES (%) & ARTES	
Fire	Water
0	0
Lightning	Ice
0	+25
Light	Darkness
+25	0
LVL Name	TP
5 (Base) Tail Blow	4
15 (Base) Smile	13
40 (Base) Cuddling Dance	61
45 (Base) Sire and Dice	59
LVL Power	Hit Effect
5 C C	Strikes the enemy with its tail to knock them down.
15 C C	Strikes the enemy with full force to knock them down.
40 C	Poisons the enemy (Poison LV 4 50%)
45 B B	Assaults the enemy with a flurry of attacks.


167 Moirae

Type: Demon	Element: Lightning
Pact: 30%	Resistance: Temple of Lightning
	
EXP: 337	
Gald: 674	
Drop 1: Lamia Hairpin 34%	
Drop 2: Quality Shell 15%	
Leaves: Pinnacle Gel	
Steal: Vold's Capriciousness 4%	
LVL	MAX LVL
36	100
HP	TP
3445/437	113/15
ATK	DEF
595/77	402/48
DEX	LUCK
320/40	600/75
SKILLS	
LVL 1	VS Dragon 1
LVL 12	Resist Shock 2
LVL 27	Resist Earth 1
LVL 30	Concentrate
LVL 45	A ATK Increase 2
RESISTANCES (%) & ARTES	
Fire	Water
0	+50
Lightning	Ice
+25	0
Light	Darkness
0	0
LVL Name	TP
20 (Magic) Thunder Blade	28
24 (Magic) Eruption	24
28 (Base) War Dance	55
33 (Magic) Photon	24
39 (Magic) Turbulence	22
LVL Power	Hit Effect
20 B B	(Prep Time 6s) Calls down a giant, electrified sword to attack enemies in an area.
24 B B	(Prep Time 6s) Calls an explosion of fire in a certain area to attack.
28	Lowest Res of all enemies (Res 30% down; 100% success; 30 seconds)
33 A A	(Prep Time 6s) Gathers particles of light and then shoots them out as a beam to attack enemies.
39 A C	(Prep Time 6s) Summons a tornado to sweep up enemies.


168 Ruby Dear

Type: Demon	Element: Ice
Pact: 30%	Resistance: Gimmungagap
	
EXP: 1379	
Gald: 2759	
Drop 1: Lamia Scale 50%	
Drop 2: Evil Perfume 21%	
Leaves: Bible	
Steal: Bible "One Hit Kill" 18%	
LVL	MAX LVL
106	200
HP	TP
57415/555	118/10
ATK	DEF
308/78	173/78
DEX	LUCK
62/30	139/475
SKILLS	
LVL 5	Exp Plus 3
LVL 7	Resist Paralysis 2
LVL 20	P ATK Increase 3
LVL 26	LUCK Increase 3
LVL 31	SP Master
LVL 52	Critical 3
RESISTANCES (%) & ARTES	
Fire	Water
-50	+50
Lightning	Ice
0	+25
Light	Darkness
0	0
LVL Name	TP
11 (Base) Break em to	1
12 (Base) Bone Cracking Hug	9
34 (Base) At Your Service	30
3 (Base) Possessive Howl	29
3 (Base) Summer Dreaming	76
LVL Power	Hit Effect
11 C C	Swings its tail to knock the enemy down.
12 C C	Hits the enemy up and then down to send them crashing to earth.
34 B C	Strikes the enemy twice to attack, increases Union Attack Gauge by 10%.
3	Increases ATK, DEF, MAG, and Res of all enemies. (Atk, Def, Mag, Res 30% down; 100% success; 30 seconds)

169 Fire Drake

Type: Dragon	Element: Fire
Pact: 60%	Resistance: Trier Ruins
	
EXP: 158	
Gald: 317	
Drop 1: Wyvern Scale 26%	
Drop 2: Grey Manuscript 9%	
Leaves: Apple Gel	
Steal: -	
LVL	MAX LVL
20	25
HP	TP
2101/442	80/13
ATK	DEF
313/69	284/63
DEX	LUCK
242/52	292/60
SKILLS	
LVL 1	Fire Element
LVL 6	VS Fire Form 1
LVL 25	Resist Water 1
RESISTANCES (%) & ARTES	
Fire	Water
+25	-50
Lightning	Ice
0	+50
Light	Darkness
0	0
LVL Name	TP
10 (Base) Breath of Fire	23
15 (Base) Enrage	30
20 (Base) Dragon Breath	45
LVL Power	Hit Effect
10 A A	Breathes fire to attack the enemy.
15	Raises own ATK and lowers enemy's DEF. (Atk 30% up; 100% success; 30 seconds) (Def 30% down; 50% success; 30 seconds)
20 S S	Breathes fire to attack an enemy.

170 Wyvern

Type: Dragon	Element: Lightning
Pact: 45%	Resistance: Temple of Lightning
	
EXP: 311	
Gald: 622	
Drop 1: Wyvern Scale 48%	
Drop 2: Wyvern Hide 10%	
Leaves: Mixed Gel	
Steal: -	
LVL	MAX LVL
36	50
HP	TP
3251/452	120/11
ATK	DEF
525/69	455/58
DEX	LUCK
442/55	395/62
SKILLS	
LVL 1	VS Fire Form 1
LVL 25	P ATK Increase 1
LVL 40	Resist Earth 1
LVL 45	HP Increase 1
RESISTANCES (%) & ARTES	
Fire	Water
0	+50
Lightning	Ice
+25	0
Light	Darkness
0	0
LVL Name	TP
10 (Base) Shock	20
15 (Base) Enrage	26
35 (Base) Dragon Breath	70
LVL Power	Hit Effect
10 A A	Breathes lightning downward to attack the enemy (Sway LV 3 30%)
15	Raises own ATK and lowers enemy's DEF. (Atk 30% up; 100% success; 30 seconds) (Def 30% down; 50% success; 30 seconds)
35 A A	Breathes lightning horizontally to attack an enemy.

171 Sea Wyvern

Type: Dragon	Element: Water
Pact: 45%	Residence: Dynasty Ruins
	
EXP: 104	
Gald: 207	
Drop 1: Squid 55%	
Drop 2: Wyvern Wing 5%	
Leave: Orange Gel	
Steal: Octopus 39%	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
12	50	C			0

HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
1398/442	44/18	196/59	224/73	177/55	159/52	173/55	80/80

SKILLS

LVL 1	VS Free Form 1	LVL 16	Resist Lightning 1
LVL 8	A DEF Decrease Attack 1	LVL 30	TP Increase 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0

LVL	Name	TP	Element
12	(Base) Poison Breath	24	Water 1
16	(Base) Dragon Breath	40	Water 1

LVL	Power	Hit	Effect
12	A	A	Spits fluid at the enemy to attack (Poison Lvl 2 20%)
20	S	S	Breathes fluid to attack an enemy

172 Wyvern Lord

Type: Dragon	Element: Lightning
Pact: 30%	Residence: Temple of Lightning
	
EXP: 447	
Gald: 895	
Drop 1: Wyvern Scale 35%	
Drop 2: Wyvern Hide 14%	
Leave: Azure Giant Slurp	
Steal: Mammoth 14%	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
37	100	C			0

HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
1140/462	75/9	494/59	502/63	533/65	453/57	453/55	60/60

SKILLS

LVL 1	VS Free Form 2	LVL 30	Lure
LVL 8	A DEF Increase 1	LVL 40	Resist Earth 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	+50	0	50
Lightning	Ice	Light	Darkness
0	0	0	0

LVL	Name	TP	Element
15	(Base) Engage	23	
17	(Base) Thunderbolt	30	Lightning 1
33	(Base) Dragon Breath	58	Lightning 1

LVL	Power	Hit	Effect
15	-	-	Raises own ATK to lower enemy's Def (Atk 60% up, 100% success: 30 seconds) (Def 60% down, 50% success: 30 seconds)
17	A	A	Shoots lightning vertically to attack the enemy (Prep Time 60% down, 30% success: 30 seconds)
33	S	S	Breathes lightning horizontally to attack an enemy

173 Vouivre

Type: Dragon	Element: Ice
Pact: 30%	Residence: Lezareno Building Number Two
	
EXP: 459	
Gald: 917	
Drop 1: Wyvern Wing 15%	
Drop 2: -	
Leave: Paralyze Gel	
Steal: -	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
49	100	C			0

HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
4466/471	208/13	579/54	493/68	581/55	586/57	490/45	76/76

SKILLS

LVL 1	VS Free Form 2	LVL 28	Paralyze Attack 1
LVL 5	Ice element	LVL 40	Resist Fire 1
LVL 15	Resist Paralysis 1		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
-50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

LVL	Name	TP	Element
17	(Base) Frost Breath	30	Ice 1
21	(Base) Engage	32	
33	(Base) Dragon Breath	58	Ice 1

LVL	Power	Hit	Effect
17	A	A	Breathes ice at the enemy to attack (Paralyze Lvl 3 30%)
21	-	-	Raises own ATK to lower enemy's Def (Atk 60% up, 100% success: 30 seconds) (Def 60% down, 50% success: 30 seconds)
33	S	S	Breathes ice vertically to attack enemies

174 Ishrantu

Type: Dragon	Element: Dark
Pact: -	Residence: Gladshelm
	
EXP: 1437	
Gald: 2877	
Drop 1: Wyvern Scale 33%	
Drop 2: Wyvern Hide 21%	
Leave: Life Bottle	
Steal: -	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
119	100	C			0

HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
6047/442	305/13	1433/59	1419/63	1293/55	1313/57	1429/55	80/80

SKILLS

LVL 1	VS Free Form 3	LVL 15	Resist Light 2
LVL 3	Dark Element	LVL 25	Atk Increase 2
LVL 12	P. ATK Increase 2		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	-25	+25

LVL	Name	TP	Element
8	(Base) Dark Punish	14	Dark 1
20	(Base) Engage	31	
33	(Base) Dragon Breath	58	Dark 1

LVL	Power	Hit	Effect
8	A	A	Breathes darkness vertically to attack the enemy (Defense 60% down, 30% success: 70 seconds)
20	-	-	Raises own ATK to lower enemy's Def (Atk 60% up, 100% success: 30 seconds) (Def 60% down, 50% success: 30 seconds)
33	S	S	Breathes darkness horizontally to attack the enemy

175 Bakunana

Type: Dragon	Element: Light
Pact: -	Residence: Gladshelm
	
EXP: 1119	
Gald: 2877	
Drop 1: Wyvern Wing 33%	
Drop 2: Philosopher's Stone 21%	
Leave: -	
Steal: Blue Lavender 10%	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
86	200	A			0

HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
3581/442	366/13	1111/57	1173/63	1027/53	1046/55	1115/63	86/86

SKILLS

LVL 1	VS Free Form 3	LVL 21	SP Master 2
LVL 12	Resist Darkness 3	LVL 26	A DEF Increase 3

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	-25	+25

LVL	Name	TP	Element
8	(Base) Blessed Breath	12	Light 1
20	(Base) Engage	26	
33	(Base) Howling Gale	25	Wind 0
33	(Base) Dragon Breath	57	Light 0

LVL	Power	Hit	Effect
8	A	A	Breathes light vertically to attack the enemy (Atk 60% down, 30% success: 70 seconds)
20	-	-	Raises own ATK to lower enemy's Def (Atk 60% up, 100% success: 30 seconds) (Def 60% down, 50% success: 30 seconds)
33	C	C	Kicks up wind to attack an enemy
38	S	S	Breathes light horizontally to attack the enemy

176 Were Dragon

Type: Dragon	Element: Fire
Pact: 60%	Residence: Camberio Caves
	
EXP: 182	
Gald: 364	
Drop 1: Dragon Scale 26%	
Drop 2: Dragon Fang 12%	
Leave: Apple Gel	
Steal: -	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
23	25	C			3

HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
2513/514	81/16	323/79	270/55	358/73	305/61	306/64	26/26

SKILLS

LVL 1	VS Free Form 1	LVL 6	P. DEF Increase 1
LVL 3	HP Increase 1	LVL 24	Resist Water 1


RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0


LVL	Name	TP	Element
8	(Base) Dreaded Shrek	20	
15	(Base) Breath of Fire	25	Fire 1

LVL	Power	Hit	Effect
8	-	-	Lets out a howl to lower all enemies' Def (Def 30% down, 50% success: 30 seconds)
15	A	A	Breathes fire to attack the enemy 60% down on the targeted enemy


177 Elder Dragon

Type: Dragon	Element: Fire
Pact: 45%	Residence: Temple of Earth
	
EXP: 354	Gald: 708
Drop 1: Dragon Scale 22%	Drop 2: Dragon Barb 14%
Leave: Orange Gel	Steal: Giant Scale 8%
LVL	MAX LVL
41	50
GROWTH	FLY
C	E
MOVE	STUN
E	3
HP	TP
12267/514	182/21
P. ATK	A. ATK
311/65	591/73
P. DEF	A. DEF
442/56	452/54
DEX	LUCK
97/97	
SKILLS	
LVL 1	V5 Free Form 2
LVL 5	A. DEF Increase 1
LVL 9	Resist Sick 2
LVL 20	Resist Water 2
LVL 23	A. ATK Increase 1
RESISTANCES (%) & ARTES	
Fire	Water
+25	-50
Lightning	Ice
0	+50
Wind	Earth
0	0
LVL Name	TP
15 (Base) Free Breath	23
27 (Base) Fire Blast	54
LVL Power	Hit Effect
15 A	A Breathes fire to attack the enemy.
27 C	C Breathes a string of fireballs from the sky.


178 Tiamat

Type: Dragon	Element: Ice
Pact: 30%	Residence: Quest: Frozen Crevices (Rank A)
	
EXP: 477	Gald: 955
Drop 1: Dragon Fang 19%	Drop 2: Dragon Horn 9%
Leave: Miracle Gel	Steal: Dragon's Wrath 5%
LVL	MAX LVL
51	100
GROWTH	FLY
C	E
MOVE	STUN
E	3
HP	TP
15837/524	152/14
P. ATK	A. ATK
842/89	500/50
P. DEF	A. DEF
666/73	555/56
DEX	LUCK
618/64	35/35
SKILLS	
LVL 1	V5 Free Form 2
LVL 15	Life Charge
LVL 20	A. DEF Increase 2
LVL 40	P. DEF Increase 2
LVL 55	Resist Fire 2
LVL 65	Critical 2
RESISTANCES (%) & ARTES	
Fire	Water
-50	0
Lightning	Ice
0	+25
Wind	Earth
+50	0
LVL Name	TP
5 (Base) Unread Shriek	8
10 (Base) Frost Breath	13
30 (Base) Frost Haze	39
45 (Base) Snow Bomb	79
LVL Power	Hit Effect
5 -	Lets out a howl to lower all enemies' Def (Def 30% down, 50% success: 30 seconds)
10 A	A Breathes ice to attack the enemy (Paralyze VL 3 30%)
30 C	C Stomps the enemy from above to knock them down.
45 C	C Breathes a series of ice balls from the sky.


179 Blade Rex

Type: Dragon	Element: Fire
Pact:	Residence: Gladheim
	
EXP: 477	Gald: 955
Drop 1: Dragon Barb 26%	Drop 2: Dragon Horn 17%
Leave:	Steal: Dragon's Wrath 11%
LVL	MAX LVL
51	100
GROWTH	FLY
C	E
MOVE	STUN
E	3
HP	TP
15837/524	152/14
P. ATK	A. ATK
842/89	500/50
P. DEF	A. DEF
666/73	555/56
DEX	LUCK
618/64	35/35
SKILLS	
LVL 8	Critical 3
LVL 13	SP Master 4
LVL 22	Life Drain 2
LVL 25	P. DEF Increase 3
RESISTANCES (%) & ARTES	
Fire	Water
+25	-50
Lightning	Ice
0	+50
Wind	Earth
0	0
LVL Name	TP
1 (Base) Desecrated Shriek	1
18 (Base) Breath of Fire	20
31 (Base) Wreak Haze	35
44 (Base) Pyro Blast	66
50 (Base) Overwhelm	56
LVL Power	Hit Effect
1 -	Lets out a howl to lower the Def of all enemies (Def 60% down, 50% success: 30 seconds)
18 A	A Breathes fire to attack the enemy
31 C	C Stomps down on the enemy from above
44 C	C Breathes a chain of fireballs from above
50 -	Lets out a howl to raise own Atk and Mag (Atk 60% up, 100% success: 30 seconds) (Mag 60% up, 100% success: 30 seconds)


180 Shadow Dragon

Type: Dragon	Element: Dark
Pact: 45%	Residence: Quest: Temple of Darkness (Rank A)
	
EXP: 423	Gald: 847
Drop 1: Dragon Scale 29%	Drop 2: Dragon Horn 13%
Leave: Life Bottle	Steal:
LVL	MAX LVL
49	50
GROWTH	FLY
C	E
MOVE	STUN
E	5
HP	TP
14907/537	210/22
P. ATK	A. ATK
756/79	484/47
P. DEF	A. DEF
600/65	597/61
DEX	LUCK
443/69	83/83
SKILLS	
LVL 1	V5 Free Form 2
LVL 5	Dark Element
LVL 25	Resist Sleep 2
LVL 30	P. ATK Increase
LVL 42	Resist Light 1
RESISTANCES (%) & ARTES	
Fire	Water
0	0
Lightning	Ice
0	+25
Wind	Earth
0	0
LVL Name	TP
15 (Base) Flame Break	23
45 (Base) Dragon Breath	68
LVL Power	Hit Effect
15 C	C Fires a ball of fire from the sky to attack
45 A	A Breathes fire at the enemy

181 Wyrn

Type: Dragon	Element: Earth
Pact: 45%	Residence: Quest: Temple of Darkness (Rank A)
	
EXP: 423	Gald: 847
Drop 1: Dragon Barb 28%	Drop 2: Dragon Bone 11%
Leave: Lentin Gel	Steal: Dragon Scale 34%
LVL	MAX LVL
49	50
GROWTH	FLY
C	E
MOVE	STUN
E	5
HP	TP
15825/557	210/218
P. ATK	A. ATK
489/52	653/70
P. DEF	A. DEF
602/66	541/59
DEX	LUCK
38/38	
SKILLS	
LVL 1	V5 Free Form 2
LVL 10	Resist Petrify 2
LVL 35	Lure 2
LVL 45	Resist Wind 1
RESISTANCES (%) & ARTES	
Fire	Water
0	0
Lightning	Ice
+50	0
Wind	Earth
-25	0
LVL Name	TP
15 (Base) Brute Force	26
40 (Base) Dragon Breath	60
LVL Power	Hit Effect
15 C	C Flies over Atk while unleashing a shockwave to attack. (Atk 60% up, 100% success: 30 seconds)
40 A	A Blows sand at the enemy

182 Fafnir

Type: Dragon	Element: Ice
Pact: 30%	Residence: Quest: Temple of Darkness (Rank A)
	
EXP: 477	Gald: 955
Drop 1: Dragon Horn 16%	Drop 2: Dragon Skull 1%
Leave: Specific	Steal: Dragon Barb 10%
LVL	MAX LVL
51	100
GROWTH	FLY
C	E
MOVE	STUN
E	5
HP	TP
15750/547	218/20
P. ATK	A. ATK
445/47	608/60
P. DEF	A. DEF
631/61	679/69
DEX	LUCK
78/78	
SKILLS	
LVL 1	V5 Free Form 2
LVL 5	Ice Element
LVL 10	Resist Paralysis 2
LVL 65	Resurrect
LVL 30	HP Increase 2
LVL 40	Resist Fire 1
RESISTANCES (%) & ARTES	
Fire	Water
-50	0
Lightning	Ice
0	+50
Wind	Earth
0	0
LVL Name	TP
15 (Base) Glacial Ray	20
20 (Base) Dragon Breath	26
35 (Base) Howling Fury	84
70 (Base) Frost Breath	104
LVL Power	Hit Effect
15 C	C Breathes a ball of ice from the sky to attack the enemy.
20 A	A Breathes ice to attack the enemy
35 -	Paralyzes the enemy (Paralyze VL 4 50%)
70 S	Breathes ice to attack the enemy (Paralyze VL 2 20%)

183 Jormungandr

Type: Dragon **Element:** Wind
Pact: 30% **Residence:** Gladheim



EXP: 1172
Gald: 2345
Drop 1: Dragon Scale 27%
Drop 2: Dragon Skull 3%
Leave: Treat
Steal:

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
51	100	C			E	7	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
5404/466	471/21	1188/74	885/8	1001/6	684/9	1195/77	75/5

SKILLS

LVL 5 Wind Element	LVL 32 Glory
LVL 17 Resist Sealed Aries 2	LVL 36 Sealed Aries Attack 3
LVL 20 P. ATK Increase 3	

RESISTANCES (%) & ARTES

	Fire	Water	Wind	Earth
	0	0	+25	+50
Lightning	Ice	Light	Darkness	
	0	-50	0	0

LVL	Name	TP	Element
11	(Base) Wrecking Ball		
12	(Base) Annihilate	1	
28	(Base) Pernicious Deed	49	Water 0
40	(Base) Hissing Magma	59	Wind 1

LVL	Power	Hit	Effect
1	B	C	Charges the enemy headfirst to throw them into the air. Raises on Air. (Atk 90% up; 100% success: 30 seconds)
28	B	C	Breathes poison breath from above to attack the enemy (Poison LV 3.30%)
45	S	A	Releases dark waves to attack enemies in the area. (Mute LV 4.40%)

184 Hydra

Type: Dragon **Element:** Water
Pact: 30% **Residence:** Queest: Camberito Caves (Rank A)



EXP: 477
Gald: 955
Drop 1: Dragon Claw 23%
Drop 2: Dragon Bone 6%
Leave: Ricola bottle
Steal: Venom 32%

		Steal:		venom 32%			
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
51	100	C		E	7		
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK

SKILLS

LVL 1 VS Free Form 2	LVL 30 Resist Lightning 1
LVL 5 Water Element	LVL 40 Poison Attack 3
LVL 8 Resist Poison 3	LVL 60 Regenerate 3

RESISTANCES (%) & ARTES

	Fire	Water	Wind	Earth
	+50	+25	0	0
Lightning	Ice	Light	Darkness	
	0	0	0	0

LVL	Name	TP	Element
10	(Base) Dreaded Shrink	15	
20	(Base) Poison Breath	26	Water 1
50	(Base) Overwhelm	66	

LVL	Power	Hit	Effect
10			Releases a howl to lower the Def of all enemies. (Def 50% down; 50% success: 30 seconds)*
20	A	A	Breathes fluid to attack the enemy (Poison LV 3.30%)
50			Raises own Atk and Mag 60% up; 100% success: 30 seconds (Mag 60% up; 100% success: 30 seconds)

*Targeted enemy's Def is reduced 60%

185 Zombie

Type: Ghost **Element:** Dark
Pact: 60% **Residence:** Dynasty Ruins



EXP: 71
Gald: 143
Drop 1: Rotted Meat 38%
Drop 2:
Leave: Poison bottle
Steal: Knife

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
9	25	C			E	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
1306/466	212/77	62/24	187/66	89/32	147/53	92/92	24/5

SKILLS

LVL 1 VS Demon 1	LVL 25 Poison Attack 1
LVL 13 Resist Sleep 2	

RESISTANCES (%) & ARTES

	Fire	Water	Wind	Earth
	0	0	0	0
Lightning	Ice	Light	Darkness	
	0	-25	0	+25

LVL	Name	TP	Element
8	(Base) Necrotic Bug	14	
15	(Base) Death Grub	17	

LVL	Power	Hit	Effect
8	A	B	Releases flies in the area around itself to attack. (Poison LV 1.10%)
15	C	C	Strikes the enemy powerfully with both hands to hit them up into the air, then sends them crashing back to earth.

186 Corpse

Type: Ghost **Element:** Dark
Pact: 45% **Residence:** Queest: Temple of Darkness (Rank A)



EXP: 415
Gald: 829
Drop 1: Rotted Meat 42%
Drop 2: Saliva 31%
Leave: Virus Bottle
Steal:

Steal:							
LVL	MAX LVL	GROWTH	FLY	MOVE	STUN		
48	50	C		E	0		
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK

SKILLS

LVL 1 VS Demon 2	LVL 20 Sick Attack 2
LVL 5 Lure	LVL 45 HP Increase 2
LVL 14 Resist Light 1	

RESISTANCES (%) & ARTES

	Fire	Water	Wind	Earth
	0	0	0	0
Lightning	Ice	Light	Darkness	
	0	0	25	+25

LVL	Name	TP	Element
8	(Base) Plague Friend	12	
11	(Base) Death Grab	11	
20	(Base) Pox	30	Dark 1

LVL	Power	Hit	Effect
8	A	A	Releases flies in the area around itself to attack. (Sick LV 2.20%)
11	C	C	Strikes the enemy powerfully with both hands to hit them up into the air, then sends them crashing back to earth
20	B	B	Spits fluid to attack the enemy (Sick LV 3.30%)

187 Ghoul

Type: Ghost **Element:** Dark
Pact: 30% **Residence:** Queest: Temple of Darkness (Rank A)



EXP: 605
Gald: 1209
Drop 1: Rotted Meat 58%
Drop 2: Saliva 37%
Leave: Panacea Bottle
Steal: Broken Sword 20%

LVL		MAX LVL		GROWTH		FLY		MOVE		STUN					
50		100		C				E		0					
HP		TP		P. ATK		A. ATK		P. DEF		A. DEF		DEX		LUCK	

SKILLS

LVL 1 VS Demon 2	LVL 30 Cast Delay Attack 2
LVL 5 Spirit Drain 2	LVL 55 Resist Light 1
LVL 14 LUCK Increase 2	

RESISTANCES (%) & ARTES

	Fire	Water	Wind	Earth
	0	0	0	0
Lightning	Ice	Light	Darkness	
	0	0	25	+25

LVL	Name	TP	Element
7	(Base) Deadly Insect	9	
15	(Base) Death Grab	13	
20	(Base) Mind Rot	26	Dark 1
45	(Base) Luring Howl	59	

LVL	Power	Hit	Effect
7	A	A	Releases flies in the area around itself to attack (Prep Time 30% down; 30% success: 30 seconds)
15	C	C	Strikes the enemy powerfully with both hands to hit them up into the air, then sends them crashing back to earth
20	B	B	Spits fluid at the enemy to attack (Prep Time 60% down; 30% success rate: 30 seconds)
45	B	C	Shoots insects forward to attack the enemy (Prep Time 30%; 30% success rate: 30 seconds)

188 Skeleton

Type: Ghost **Element:** Ice
Pact: 45% **Residence:** Hima



EXP: 60
Gald: 121
Drop 1: Bone Shards 39%
Drop 2: Skull 24%
Leave: Apple Gel
Steal: Giant Skull 36%

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
7	50	C			E	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
1061/466	15/5	191/82	50/19	180/76	60/27	117/48	67/67

SKILLS

LVL 1 VS Demon 1	LVL 20 P. DEF Increase 1
LVL 15 Resist Paralysis 2	LVL 38 Resist Fire 1

RESISTANCES (%) & ARTES

	Fire	Water	Wind	Earth
	0	0	+50	0
Lightning	Ice	Light	Darkness	
	0	+25	0	0

LVL	Name	TP	Element
17	(Base) Gaudied Strike	17	
22	(Base) Soul Shred	33	

LVL	Power	Hit	Effect
17	C	C	Attacks the enemy with a piercing strike, then knocks them into the ground.
22	A	A	Aims a flurry of slices at the enemy.

189 Cross Bone

Type: Ghost **Element:** Ice
Pact: 30% **Resistance:** Underground Ruins



EXP: 97
Gald: 193
Drop 1: Bone Shards 44%
Drop 2: Sturdy Bone 28%
Leave: White Manuscript
Steal:

LVL	MAX LVL	GRWTH	FLY	MOVE	STUN
8	100	B	C	E	0

HP	TP	P.ATK	A.ATK	P.DF	A.DF	DEX	LUCK
3573/466	22/5	196/76	56/23	174/65	78/31	142/52	96/99

SKILLS

LVL 1	VS Demon 2	LVL 21	Life Drain
LVL 17	P.ATK Increase 1	LVL 40	Critical 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
-50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

LVL	Name	TP	Element
20	(Base) Soul Shield	26	-
33	(Base) Cold Snap	43	Ice 1

LVL	Power	Hit	Effect
20	A	A	Aunts a fury of slices at the enemy
33	B	C	Launches numerous balls of ice to attack. (Mv 60% down; 30% success: 30 seconds)

190 Bastiage

Type: Ghost **Element:** Dark
Pact: 30% **Resistance:** Gladstheim



EXP: 1158
Gald: 2316
Drop 1: Rotted Meat 51%
Drop 2: Sturdy Bone 34%
Leave:
Steal: Blue Bell Bone 17%

LVL	MAX LVL	GRWTH	FLY	MOVE	STUN
89	200	C	-	-	0

HP	TP	P.ATK	A.ATK	P.DF	A.DF	DEX	LUCK
4272/441	246/10	145/372	609/29	135/66	613/32	107/53	13/13

SKILLS

LVL 1	VS Demon 3	LVL 34	Cast Delay Attack 3
LVL 5	LUCK Increase 3	LVL 35	Spirit Drain 3
LVL 14	A.ATK Increase 1	LVL 55	Resurrect
LVL 20	SP Master 4		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
-50	0	0	0
Lightning	Ice	Light	Darkness
0	0	-25	+25

LVL	Name	TP	Element
3	(Magic) Stone Blast	7	Earth 1
8	(Magic) Aqua Edge	8	Water 1
10	(Base) Hell Swarm	11	-
12	(Magic) Ice Needle	10	Ice 1
16	(Base) Death Grab	14	-
26	(Base) Slick Ichor	29	Dark 1
48	(Base) Nocturnal Raid	54	-

LVL	Power	Hit	Effect
3	B	B	(Prep Time 4s) Brings up clumps of boulder from the earth to attack enemies.
8	B	C	(Prep Time 4s) Launches blades of water at the enemy to attack.
10	A	B	Releases fires in the area around itself to attack. (Dex 30% down; 30% success: 60 seconds)
12	B	C	(Prep Time 4s) Brings down clumps of ice from the sky above the enemy.
18	C	C	Strikes the enemy powerfully with both hands to hit them up into the air, then send them crashing back to earth.
26	B	B	Spits fluid at the enemy to attack. (Dex 30% down; 30% success: 90 seconds)
48	B	C	Shoots insects forward to attack the enemy. (Dex 30% down; 30% success rate: 60 seconds)

191 Dullahan

Type: Ghost **Element:** Ice
Pact: 60% **Resistance:** Temple of Darkness



EXP: 222
Gald: 0
Drop 1: Broken Armor 23%
Drop 2: Apple Gul
Leave:
Steal:

LVL	MAX LVL	GRWTH	FLY	MOVE	STUN
28	25	C	-	-	0

HP	TP	P.ATK	A.ATK	P.DF	A.DF	DEX	LUCK
2897/451	126/20	470/69	179/30	453/72	348/55	414/64	17/11

SKILLS

LVL 1	VS Demon 1	LVL 6	P. DEF Increase
LVL 3	Lure 1	LVL 25	Resist Fire 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
-50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

LVL	Name	TP	Element
10	(Base) Shield Bash	11	-
15	(Base) Swift Blade	25	-

LVL	Power	Hit	Effect
10	C	C	Hits the enemy with the shield, sending send them into the air before crashing back to the ground.
15	B	C	Slashes twice to attack.

192 Night Stalker

Type: Ghost **Element:** Dark
Pact: 45% **Resistance:** Temple of Darkness



EXP: 324
Gald: 0
Drop 1: Broken Sword 32%
Drop 2: Anima 14%
Leave: Lavender
Steal:

LVL	MAX LVL	GRWTH	FLY	MOVE	STUN
29	50	C	E	0	0

HP	TP	P.ATK	A.ATK	P.DF	A.DF	DEX	LUCK
8505/541	144/20	486/79	192/30	451/72	331/50	385/59	39/39

SKILLS

LVL 1	VS Demon 1	LVL 8	DEX Increase
LVL 5	Stealth 1	LVL 40	Resist Light 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
-50	0	0	0
Lightning	Ice	Light	Darkness
0	0	-25	+25

LVL	Name	TP	Element
15	(Base) Swift Blade	23	-
30	(Base) Sure Strike	45	-

LVL	Power	Hit	Effect
15	B	C	Slashes twice to attack.
30	B	C	Pierces the enemy repeatedly to attack.

193 Crusader

Type: Ghost **Element:** Light
Pact: 30% **Resistance:** Ginnungagap



EXP: 524
Gald: 0
Drop 1: Broken Armor 61%
Drop 2: Anima 14%
Leave: Lemon Gel
Steal: Burial Garb 4%

LVL	MAX LVL	GRWTH	FLY	MOVE	STUN
56	100	C	E	0	0

HP	TP	P.ATK	A.ATK	P.DF	A.DF	DEX	LUCK
5322/451	242/20	840/74	305/25	961/82	606/50	712/59	49/49

SKILLS

LVL 1	VS Demon 2	LVL 50	HP Increase 5
LVL 5	Critical 1	LVL 60	Add Combo 1
LVL 40	Resist Darkness 1		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
-50	0	0	0
Lightning	Ice	Light	Darkness
0	0	+25	-25

LVL	Name	TP	Element
8	(Base) Shield Bash	7	-
10	(Base) Side Swipe	9	-
20	(Base) Swift Blade	26	-
30	(Base) Sure Strike	39	-

LVL	Power	Hit	Effect
8	C	C	Hits the enemy with the shield, sending send them into the air.
10	C	C	Hits the enemy to send them flying back.
20	B	C	Slashes twice to attack.
30	B	C	Pierces the enemy repeatedly to attack.

194 Dark Rider

Type: Ghost **Element:** Dark
Pact: 45% **Resistance:** Ginnungagap



EXP: 415
Gald: 0
Drop 1: Broken Armor 36%
Drop 2: Broken Sword 34%
Leave: Life Bottle
Steal: Carrot 77%

LVL	MAX LVL	GRWTH	FLY	MOVE	STUN
48	50	C	-	-	0

HP	TP	P.ATK	A.ATK	P.DF	A.DF	DEX	LUCK
4705/504	234/25	847/91	295/29	367/68	577/61	483/73	92/92

SKILLS

LVL 1	VS Demon 2	LVL 30	P. ATK Decrease Attack 2
LVL 5	Rest Sleep 2	LVL 48	P.ATK Increase 2
LVL 10	Life Drain 2		


RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
-50	0	0	0
Lightning	Ice	Light	Darkness
0	0	-25	+25

LVL	Name	TP	Element
8	(Base) Warrior Charge	8	-
20	(Base) Back Rush	20	-
40	(Base) War Cry	70	-

LVL	Power	Hit	Effect
8	C	C	Hits the enemy with the shield to attack.
20	C	C	Kicks the enemy with back legs.
40	C	C	Raises all allies' Atk and Def (Atk: 30% up; 100% success: 30 seconds) (Def: 30% up; 100% success: 30 seconds)

195 Pale Rider

Type: Ghost	Element: Ice
Pact: 30%	Resistance: Ginnungagap
	
EXP: 713	
Gald: 0	
Drop 1: Broken Armor 51%	
Drop 2: Animus 14%	
Leave: Purple Manuscript	
Steal: Savory 17%	

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
59	100	C			A	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
16686/304	3190/25	1102/101	3302/9	766/68	6935/9	763/68	232/3

SKILLS	
LVL 1 VS Demon 2	LVL 30 P DEF Increase 2
LVL 5 Ice Element	LVL 55 Resist Fire 2
LVL 15 Resist Paralysis 2	LVL 65 Resurrect

Fire	Water	Wind	Earth
50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

LVL	Name	TP	Element
10	(Base) Water Charge	9	
20	(Base) Back Rush	18	
40	(Base) Martyr's Cry	61	
45	(Base) Trample	39	

LVL	Power	Hit	Effect
10	C	C	Hits the enemy with shield to attack.
20	C	C	Kicks the enemy with back legs.
40			Raises Mv of all allies. (Mv 60% down, 100% success: 30 seconds)
45	C	C	Stomps enemy with front legs to knock them down.

196 Sword Dancer

Type: Ghost	Element: Fire
Pact: 2	Resistance: Gladheim
	
EXP: 1757	
Gald: 0	
Drop 1: Broken Armor 64%	
Drop 2: Broken Sword 56%	
Leave: -	
Steal: Crimson Manuscript 10%	

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
135	200	C			E	7	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
7285/571	35319	2019/97	62232	1890/91	1330/63	1753/84	.9


SKILLS	
LVL 6 Accelerate	LVL 56 Add Combo 3
LVL 27 SP Master	

Fire	Water	Wind	Earth
+75	50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

LVL	Name	TP	Element
1	(Base) Naked Chimera	1	
10	(Base) Dual Blade: Suffering	11	
22	(Base) Dual Blade: Solidarity	17	
33	(Base) Dual Blade: Revenge	37	
39	(Base) Dual Blade: Crumble	44	
45	(Base) Dual Blade: Grudge	68	Fire 2
60	(Base) Dual Blade: Retaliate	45	

LVL	Power	Hit	Effect
1	C	C	Body slams the enemy to attack.
10	B	B	Parries the enemy repeatedly to attack.
22			Raises own Atk. (Atk 2.5x, 100% success: 30 seconds)
33	C	C	Spins to cut down enemies in surrounding area.
39	B	B	Spins to send surrounding enemies flying.
45	A	A	Starts up a storm of fire around enemies in the area.
60	C	C	Charges up power to attack enemies in surrounding area.

197 Ghost

Type: Ghost	Element: Ice
Pact: 60%	Resistance: Underground Ruins
	
EXP: 55	
Gald: 0	
Drop 1: Blood-stained Rag 39%	
Drop 2: Old Coin 22%	
Leave: Apple Gel	
Steal: -	

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
7	25	C		0	0	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
796/345	59/23	84/36	159/69	108/45	156/68	96/40	16/16

SKILLS	
LVL 1 VS Demon 1	LVL 25 Resist Fire 1
LVL 15 A ATK Increase 1	

Fire	Water	Wind	Earth
50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

LVL	Name	TP	Element
8	(Base) Provoke	9	
13	(Base) Headstone	15	
LVL	Power	Hit	Effect
8	B	B	Raises Atk of all enemies but decreases their Def. (Atk 30% up, 100% success: 30 seconds) (Def 30% down, 100% success: 30 seconds)
13	C	C	Slashes the enemy with its scythe to knock them down.

198 Haunt

Type: Ghost	Element: Dark
Pact: 45%	Resistance: Quetz: Frozen Crevices (Rank A)
	
EXP: 415	
Gald: 0	
Drop 1: Blood-soaked Rag 51%	
Drop 2: Skull 12%	
Leave: Mixed Gel	
Steal: -	


LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
45	50	C		0	0	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
4118/345	348/28	407/36	877/19	524/45	713/63	363/30	28/28

SKILLS	
LVL 1 VS Demon 1	LVL 20 Speed Decrease Attack 2
LVL 15 Spirit Drain 1	LVL 50 TP Increase 2

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	25	+25

LVL	Name	TP	Element
10	(Base) Provoke	10	
30	(Base) Cursed Sphere	45	Dark 1
LVL	Power	Hit	Effect
10			Raises Atk of all enemies and lowers their Def. (P. ATK Increase 30%, 100% success: 30 seconds) (Lower Def 30%, 100% success: 30 seconds)
30	C	C	Spits balls of darkness at the enemy to attack. (Mv 60% down, 30% success: 30 seconds)

199 Banshee

Type: Ghost	Element: Ice
Pact: 30%	Resistance: Quetz: Sandy Wind Cave (Rank A)
	
EXP: 592	
Gald: 0	
Drop 1: Ash 21%	
Drop 2: Burial Garb 8%	
Leave: Chamomile	
Steal: -	

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
49	100	C		0	0	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
13176/365	264/19	416/36	779/69	621/55	794/68	374/30	38/38

SKILLS	
LVL 1 VS Demon 2	LVL 50 A ATK Increase 2
LVL 5 Ice Element	LVL 60 Item Finder 2
LVL 40 Resist Fire 2	

Fire	Water	Wind	Earth
50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

LVL	Name	TP	Element
8	(Base) Provoke	7	
10	(Base) Headstone	9	
20	(Base) Wallop	18	
30	(Base) Alarm	39	Ice 1
LVL	Power	Hit	Effect
8			Raises Atk and lowers Def of all enemies. (Atk 30% up, 100% success: 30 seconds) (Def 30% down, 100% success: 30 seconds)
10	C	C	Strikes enemy with its head to knock them down.
20	B	C	Lifts up the enemy then flies behind them to knock them down.
30	A	B	Lets out a piercing cry to attack enemies in the surrounding area. (P. TP time 60% down, 30% success: 30 seconds)

200 Phantom

Type: Ghost	Element: Dark
Pact: 45%	Resistance: Isella Human Ranch
	
EXP: 121	
Gald: 0	
Drop 1: Ash 18%	
Drop 2: Anima 11%	
Leave: Wick Bottle	
Steal: -	

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
14	50	C			E	0	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
1558/437	106/30	145/40	270/77	163/46	255/71	178/49	19/19
GILLS							

SKILLS	
LVL 1 VS Demon 1	LVL 15 DEX Decrease Attack 1
LVL 5 Stealth 1	LVL 40 Resist Light 1

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	25	+25

LVL	Name	TP	Element
8	(Base) Ghost Fire	12	Fire 0
30	(Base) Slick Ichor	45	Dark 1
LVL	Power	Hit	Effect
8	B	A	Launches balls of fire in the area around itself to attack (Dex 30% down; 30% success, 30 seconds)

201 Wraith

Type: Ghost	Element: Dark
Pact: 30%	Residence: Isella Human Ranch
	
EXP: 181	
Gald: 0	
Drop 1: Ash 22%	
Drop 2: Animus 13%	
Leave: Virus Bottle	
Steal:	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
15	100	C			0
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
5019/437	130/35	146/40	326/87	245/64	157/39

SKILLS	
LVL 1 VS Demon 2	LVL 40 P. DEF Increase 2
LVL 35 Resist Sleep 2	LVL 45 Artisan's Attack 2


RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	+25	+25

LVL	Name	TP	Element
10	(Base) Tomb Fire	13	Ice 0
15	(Base) Death Gash	13	
25	(Base) Head	13	Dark 1

LVL	Power	Hit	Effect
10	B	A	Summons fireballs in the area around itself. (Paralyze LVL 2 20%)
15	C	C	Strikes the enemy powerfully with both hands to hit them up into the air then send them crashing back to earth.
25	B	B	Spits fluid at the enemy to attack. (Paralyze LVL 2 20%)

204 Ravenous

Type: Ghost	Element: Dark
Pact:	Residence: Gladheim
	
EXP: 1184	
Gald: 2369	
Drop 1: Burial Garb 22%	
Drop 2:	
Leave:	
Steal: Bible "Spirit Garch" 13%	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
91	200	A			0
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
3537/444	689/32	1082/64	1197/62	1092/67	1090/64

SKILLS	
LVL 6 SP Master	LVL 40 Item Finder 3
LVL 22 A. ATK Increase 3	LVL 45 A. DEF Decrease Attack 2


RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	+25	+25

LVL	Name	TP	Element
1	(Magic) Stone Blast	7	Earth 1
3	(Magic) Aqua Gel	8	Water 1
8	(Base) Mind Burst	9	
12	(Magic) Ice Needles	10	Water 1
17	(Magic) Stone Blast	20	Earth 1
20	(Magic) Splash	22	Water 1
23	(Magic) Rock Rain	28	Ice 1
25	(Base) Spin Crusher	28	
28	(Magic) Negative Gate	32	Dark 1
32	(Base) Dark Ritual	48	Dark 2
34	(Magic) Bloody Howling	55	Dark 2
38	(Base) Full Swing	29	

LVL	Power	Hit	Effect
1	B	B	(Prep Time 4s) Causes shards of rock to rise from the ground and attack enemies.
3	B	C	(Prep Time 4s) Sends blades of water flying at the enemy.
8	B	A	Swings its staff forward to attack the enemy.
12	B	C	(Prep Time 4s) Calls shards of ice from the sky above the enemy.
17	B	C	(Prep Time 4s) Calls up rocks from beneath the enemy.
20	B	C	(Prep Time 4s) Calls down jets of water to knock the enemy to the ground.
23	B	A	(Prep Time 4s) Calls sharp lines of ice down on a wide area.
25	C	B	Swings staff to the side to attack enemies in the area.
28	B	B	(Prep Time 4s) Summons an otherworldly gate to draw in an enemy and seal their actions.
32	A	A	Summons a swirl of darkness in the surrounding area to attack.
34	A	A	(Prep Time 4s) Causes a cone of ice to draw an enemy in.
38	B	C	Swings staff forcefully to knock an enemy down.

202 Undertaker

Type: Ghost	Element: Dark
Pact: 45%	Residence: Temple of Darkness
	
EXP: 242	
Gald: 484	
Drop 1: Blood stained Rag 43%	
Drop 2: Large Femur Bone 17%	
Leave: Life Bottle	
Steal: Old Coin 27%	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
28	50	C			0
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
2635/444	194/32	359/64	356/64	390/49	392/68

SKILLS	
LVL 1 VS Demon 1	LVL 8 Life Drain 1
LVL 5 A. DEF Increase 1	LVL 35 Resist Light 1


RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	+25	+25

LVL	Name	TP	Element
10	(Base) Dark Sphere	10	Dark 1
20	(Magic) Negative Gate	32	Dark 1
30	(Magic) Stone Shot	12	Dark 1
40	(Base) Black Wind	60	Dark 1
47	(Base) Death Cloud	94	Dark 1

LVL	Power	Hit	Effect
10	C	C	Launches balls of darkness at the enemy, and restores 3% of the damage dealt as TP.
20	B	B	(Prep Time 4s) Draws the enemy into a negative dimension where they cannot take actions.
30			(Prep Time 4s) Lowers enemy's Def (Lowers Def 30%, 100% success: 90 seconds)
40			Raises own Mag and Res. (Mag 60% up, 100% success: 30 seconds) (Res 60% up, 100% success: 30 seconds)
47	B	B	Calls a magical field in the area around the enemy to attack them.

205 Clay Golem

Type: Magical Being	Element: Earth
Pact: 60%	Residence: Underground Ruins
	
EXP: 63	
Gald: 0	
Drop 1: Pebble 43%	
Drop 2: Gray Manuscript 18%	
Leave: Apple Gel	
Steal: One 53%	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
8	25	C			0
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
1181/487	24/9	130/56	83/35	176/75	195/81

SKILLS	
LVL 1 VS Ghost 1	LVL 25 Resist Wind 1
LVL 8 A. DEF Increase 1	

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
13	(Base) Smash	15	
15	(Base) Glare Clam	25	Earth 1

LVL	Power	Hit	Effect
13	C	C	Attacks the enemy with both fists. (Def 30% down: 30% success: 30 seconds)
15	C	C	Jumps into the air and slams down to release a shockwave

203 Grave Digger

Type: Ghost	Element: Earth
Pact: 30%	Residence: Quest: Volcanic Caves (Rank A)
	
EXP: 466	
Gald: 955	
Drop 1: Sturdy Bone 30%	
Drop 2: Burial Garb 7%	
Leave: Stone Bottle	
Steal: Old Coin 42%	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
51	50	C			0
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
1295/454	328/30	722/76	570/59	652/69	617/63

SKILLS	
LVL 1 VS Demon 2	LVL 30 Life Drain 2
LVL 15 Critical 1	LVL 45 DEX Increase 2
LVL 25 Resist Wind 1	

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
9	(Magic) Stone Blast	7	Earth 1
17	(Magic) Stone Blast	20	Earth 1
21	(Base) Spinning Scythe	28	
33	(Base) Death Wind	65	Earth 1
40	(Base) Ground Gasher	46	Earth 2
55	(Base) Land's Fury	96	Earth 1

LVL	Power	Hit	Effect
5	B	B	(Prep Time 4s) Unleashes ricks from the earth to attack the enemy.
17	B	C	(Prep Time 4s) Summons a boulder between the enemy to attack.
21	B	C	Spins a scythe to attack enemies around itself.
33			Lowers all enemies' Atk and Mag (Atk 30% down: 100% success: 30 seconds) (Mag 30% down: 100% success: 30 seconds)
40	A	B	(Prep Time 8s) Advanced magic that calls upon power hidden in the earth.
55	B	B	Splits the earth directly beneath an enemy to attack.

206 Golem

Type: Magical Being	Element: Earth
Pact: 45%	Residence: Triet Ruins
	
EXP: 138	
Gald: 0	
Drop 1: Pebble 59%	
Drop 2: Minerals 16%	
Leave: Orange Gel	
Steal:	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
16	50	C			0
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
2004/502	38/6	229/56	141/35	289/75	321/81

SKILLS	
LVL 1 VS Ghost 1	LVL 16 Lure 1
LVL 8 P. DEF Increase 1	LVL 30 P. ATK Increase 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
12	(Base) Smash	12	
29	(Base) Bump Rampart	20	

LVL	Power	Hit	Effect
12	C	C	Attack the enemy with both fists. (Def 30% down: 30% success: 30 seconds)
20			Raises own defense (Def 30% up: 100% success: 30 seconds)

207 Rock Golem

Type: Magical Being Element: Fire
Contract: 45% Residence: Tiet Ruins



EXP: 190
Gold: 0
Drop 1: Golem Fragment 31%
Drop 2: Pure Sap 17%
Leave: Venen
Steal: Pibbi 67%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
17	50	C	-	E	0

HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
4072/487	40/9	260/64	141/35	314/75	320/78	171/42	89/89

SKILLS

LVL 1	VS Ghost 2	LVL 20	HP Increase 1
LVL 15	Resist Sick 1	LVL 38	Resist Water 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

LVL	Name	TP	Element
17	(Base) Grand Slam	26	Earth 0
22	(Base) Power Armor	22	

LVL	Power	Hit	Effect
17	C	C	Jumps up and the slams back to earth, unleashing a force wave that sends the enemy flying.

22	-	-	Raises enemy's P. ATK (P. ATK 30% up; 100% success: 30 seconds)
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208 Mythril Golem

Type: Magical Being Element: Lightning
Pact: 30% Residence: Cape Fortress



EXP: 309
Gold: 0
Drop 1: Golem Fragment 28%
Drop 2: Mythril 2%
Leave: Pineapple Gel
Steal: -

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
33	100	C	-	E	0

HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
3535/527	146/18	453/73	310/66	493/74	537/81	346/53	57/51

SKILLS

LVL 1	VS Ghost 1	LVL 33	Relax 1
LVL 20	A. DEF Increase 2	LVL 40	Resist Earth 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	+50	0	50
Lightning	Ice	Light	Darkness
+25	0	0	0

LVL	Name	TP	Element
17	(Base) Crumble	15	
21	(Base) Dog Hit	28	

LVL	Power	Hit	Effect
17	C	C	Attack the enemy with both fists. (Def 30% down; 30% success: 30 seconds)

21	C	B	Launches a series of blows against the enemy.
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209 Talos

Type: Magical Being Element: Lightning
Pact: 30% Residence: Cape Fortress



EXP: 411
Gold: 0
Drop 1: Golem Fragment 37%
Drop 2: Damascus 12%
Leave: Lemon Gel
Steal: -

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
33	100	C	-	E	0

HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
10911/527	118/14	506/78	303/41	586/89	511/76	304/43	61/61

SKILLS

LVL 1	VS Ghost 2	LVL 40	Resist Earth 2
LVL 35	P. DEF Increase 2	LVL 45	P. ATK Increase 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	+50	0	50
Lightning	Ice	Light	Darkness
+25	0	0	0

LVL	Name	TP	Element
10	(Base) Smash	9	
15	(Base) Grand Slam	20	Earth 0
25	(Base) Power Armor	22	

LVL	Power	Hit	Effect
10	C	C	Attack the enemy with both fists. (Def 30% down; 30% success: 30 seconds)

15	C	C	Jumps up and then slams back to earth to unleash a force wave and send enemies flying.
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25	-	-	Raises own ATK (Atk 60% up; 100% success: 30 seconds)
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210 Ice Titan

Type: Magical Being Element: Ice
Pact: - Residence: Gladsheim



EXP: 1054
Gold: 0
Drop 1: Golem Fragment 41%
Drop 2: Mythril 13%
Leave: -
Steal: Blue Sage 15%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
81	200	C	-	E	0

HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
34365/527	305/18	1178/78	579/41	1189/78	1093/76	750/53	43/43

SKILLS

LVL 1	Glor	LVL 25	Critical 1
LVL 5	Resist Paralysis 2	LVL 30	Lure 2

LVL 9	Paralysis Attack 2	LVL 36	A. DEF Increase 3
LVL 20	SP Master 4	LVL 45	P. DEF Increase 3

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

LVL	Name	TP	Element
14	(Base) Smash	11	
15	(Base) Grand Slam	17	Earth 0
21	(Base) Dog Flee	24	
26	(Base) Extra Arms	29	

LVL	Power	Hit	Effect
14	C	C	Attack the enemy with both fists. (Def 10% down; 30% success: 60 seconds)

15	C	C	Jumps up and then slams back to earth to unleash a force wave.
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21	C	B	Launches a series of blows against the enemy.
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26	-	-	Raises own ATK and DEF (Atk 30% up; 100% success: 60 seconds) (Def 60% up; 100% success: 60 seconds)
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211 Poltergeist

Type: Magical Being Element: Fire
Pact: 60% Residence: Hima



EXP: 63
Gold: 0
Drop 1: Weapon Fragment 28%
Drop 2: Raw Iron 8%
Leave: Apple Gel
Steal: -

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
8	25	C	0	E	0

HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
927/56	38/12	171/67	101/39	112/44	160/65	136/52	81/81

SKILLS

LVL 1	VS Ghost 1	LVL 25	Resist Water 1
LVL 10	Critical 1		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

LVL	Name	TP	Element
5	(Base) Blade Wall	8	
15	(Base) Heart Seeker	25	
20	(Base) Death Stroke	34	

LVL	Power	Hit	Effect
5	B	C	All three blades slice the enemy.

15	B	C	All three blades pierce the enemy. (Def 30% down; 30% success: 60 seconds)
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20	B	C	All three blades pierce the enemy at full strength. (Mv 60% down; 30% success: 30 seconds)
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212 Living Sword

Type: Magical Being Element: Lightning
Pact: 45% Residence: Temple of Darkness



EXP: 216
Gold: 0
Drop 1: Weapon Fragment 32%
Drop 2: Pure Sap 2%
Leave: Mined Gel
Steal: -

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
25	50	C	0	E	0

HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
2399/366	83/10	458/77	223/34	281/44	375/60	339/52	87/87

SKILLS

LVL 1	VS Ghost 1	LVL 20	Sealed Artes Attack 1
LVL 9	P. ATK Increase 1	LVL 27	Resist Earth 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	+50	0	30
Lightning	Ice	Light	Darkness
+25	0	0	0

LVL	Name	TP	Element
5	(Base) Rattling Ram	8	
13	(Base) Circle Blade	23	
23	(Base) Bone Splitter	35	

LVL	Power	Hit	Effect
5	B	C	All three weapons slam into the enemy repeatedly from the side.

15	B	C	All three blades pierce the enemy from the side of the enemy from the same direction.
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23	B	C	All three weapons slam into the enemy from overhead. (Def 30% down; 30% success: 30 seconds)
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213 Machina

Type: Magical Being	Element: Lightning
Pact: 45%	Residence: Temple of Lightning
	
EXP: 294	
Gold: 0	
Drop 1: Weapon Fragment 36%	
Drop 2: Pure Sap 36%	
Leave: Dine Bottle	
Steal: -	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
34	50	C	0	0	0

HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
3211/417	148/19	652/89	529/70	295/40	311/41	417/58	2/2

SKILLS	
LVL 1 VS Ghost 1	LVL 21 P. ATK Decrease Attack 1
LVL 20 Resist Shock 2	LVL 48 Sky Combo 1

RESISTANCES (%) & ARTES	
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Fire	Water	Wind	Earth
0	+50	0	50
Lightning	Ice	Light	Darkness
+25	0	0	0

LVL	Name	TP	Element
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17	(Base) Kern Edge	17	
37	(Base) Vorpal Blade	56	

LVL	Power	Hit	Effect
-----	-------	-----	--------

17	A	A	Raises own Dex. (Dex 30% up; 100% success; 60 seconds)
37	A	A	Unleashes a flurry of slices at the enemy.

214 Mournblade

Type: Magical Being	Element: Dark
Pact: 30%	Residence: Temple of Lightning
	
EXP: 423	
Gold: 0	
Drop 1: Weapon Fragment 24%	
Drop 2: Damascus 10%	
Leave: Dragon's Blood	
Steal: -	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
35	100	C	0	0	0

HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
9486/417	141/19	731/99	547/70	315/40	272/36	425/53	6/6

SKILLS	
LVL 1 VS Ghost 2	LVL 35 HP Increase 2
LVL 10 Life Drain 1	LVL 45 Resist Light 1
LVL 15 Spirit Drain 1	

RESISTANCES (%) & ARTES	
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Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	0	+25

LVL	Name	TP	Element
-----	------	----	---------

25	(Base) Mystic Might	22	
40	(Base) Vorpal Thrust	53	

LVL	Power	Hit	Effect
-----	-------	-----	--------

25	A	A	Raises own P. ATK (Raises ATK 30%; 100% success; 60 seconds)
40	A	A	Unleashes multiple thrusts into the enemy.

215 Made in Heaven

Type: Magical Being	Element: Light
Pact: -	Residence: Gladheim
	
EXP: 1027	
Gold: 0	
Drop 1: Weapon Fragment 42%	
Drop 2: Electrum 15%	
Leave: -	
Steal: Blue Lavender 12%	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
85	100	C	0	0	0

HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
32766/417	241/19	1528/94	1133/65	686/50	687/38	84/53	17/17

SKILLS	
LVL 1 Accelerate	LVL 12 P. DEF Decrease Attack 1
LVL 3 Ice Element	LVL 30 SP Master 1
LVL 5 Fire Element	LVL 60 Sky Combo 2

RESISTANCES (%) & ARTES	
-------------------------	--

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	+25	25

LVL	Name	TP	Element
-----	------	----	---------

17	(Base) Vorpal Wheel	22	
24	(Base) Mercum	32	
40	(Base) Vorpal Thrust	53	
50	(Base) Vorpal Blade	66	

LVL	Power	Hit	Effect
-----	-------	-----	--------

17	B	B	Spins its body to attack enemies in the area.
24	-	-	Raises own P. ATK and A. P. ATK (Raises P. ATK 30%; 100% success; 30 seconds) (A. P. ATK 30% up; 100% success; 20 seconds)
40	A	A	Unleashes multiple thrusts into the enemy.
50	A	A	Unleashes a flurry of slices at the enemy.

216 Automaton

Type: Magical Being	Element: Earth
Pact: 60%	Residence: Triet Ruins
	
EXP: 135	
Gold: 0	
Drop 1: Pebble 65%	
Drop 2: Pure Silver 1%	
Leave: Apple Gel	
Steal: -	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
17	25	C	0	0	0

HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
2082/559	102/22	262/71	266/68	286/75	259/72	125/31	14/14

SKILLS	
LVL 1 VS Ghost 1	LVL 25 Resist Wind 1
LVL 15 Regenerate 1	

RESISTANCES (%) & ARTES	
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Fire	Water	Wind	Earth
0	0	0	+25
Lightning	Ice	Light	Darkness
+50	0	0	0


LVL	Name	TP	Element
-----	------	----	---------

7	(Base) Smite	8	
8	(Base) Savage Twister	14	
13	(Base) Demolish	22	
20	(Base) Rampage	34	

LVL	Power	Hit	Effect
-----	-------	-----	--------

7	C	C	Uses lower power to knock the enemy down.
8	C	C	Holds both arms out to the side and spins to attack surrounding enemies.
13	B	B	Shoots spare parts from its body to attack the enemy.
20	B	B	Strikes the enemy repeatedly to attack.

217 Colossus

Type: Magical Being	Element: Earth
Pact: 60%	Residence: Temple of Darkness
	
EXP: 242	
Gold: 0	
Drop 1: Stone Block 33%	
Drop 2: Statue Fragment 29%	
Leave: Life Bottle	
Steal: -	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
28	50	C	0	0	0

HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
3210/569	129/20	456/81	363/63	421/75	389/67	191/31	99/99

SKILLS	
LVL 1 VS Ghost 1	LVL 16 P. ATK Increase 1
LVL 8 Resist Petrif 2	LVL 30 P. DEF Decrease Attack 2

RESISTANCES (%) & ARTES	
-------------------------	--

Fire	Water	Wind	Earth
0	0	0	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
-----	------	----	---------

12	(Base) Torture Break	12	
20	(Base) Roller Rock	20	Earth 1

LVL	Power	Hit	Effect
-----	-------	-----	--------

12	C	C	Strikes the enemy to knock him down.
20	C	C	Throws a rock at close range to knock an enemy down.

218 Goliath

Type: Magical Being	Element: Lightning
Pact: 30%	Residence: Temple of Lightning
	
EXP: 337	
Gold: 0	
Drop 1: Statue Fragment 32%	
Drop 2: Quality Stone 2%	
Leave: Lemon Gel	
Steal: -	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
36	100	C	0	0	0

HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
11742/559	199/22	491/71	450/63	531/75	493/67	293/41	2/2

SKILLS	
LVL 1 VS Ghost 2	LVL 40 Resist Earth 1
LVL 10 Lightning Element	LVL 45 P. DEF Increase 2
LVL 25 Add Combo 1	

RESISTANCES (%) & ARTES	
-------------------------	--

Fire	Water	Wind	Earth
0	+50	0	50
Lightning	Ice	Light	Darkness
+25	0	0	0

LVL	Name	TP	Element
-----	------	----	---------

15	(Base) Roller Rock	13	Earth 0
35	(Base) Flieg	31	Earth 0

LVL	Power	Hit	Effect
-----	-------	-----	--------

15	C	C	Throws a rock at close range to knock the enemy down.
35	C	C	Throws a rock at long range to knock the enemy down.

219 Gargoyle

Type: Magical Being Element: Wind
Pact: 45% Residence: Cape Fortress



EXP: 268
Gold: 0
Drop 1: Statue Fragment 27%
Drop 2: Pure Silver 4%
Leave: Orange Gel
Steal: Cheese 37%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
31	50	C		D	0

HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
3064/3970	94/100	452/59	456/60	341/44	356/47	411/51	65/65

SKILLS

LVL 1	VS Ghost 2	LVL 22	Resist Ice 1
LVL 15	Item Finder 2	LVL 38	DEX Increase 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	0	50	0

LVL	Name	TP	Element
17	(Base) Heat Ray	26	Fire 0
17	(Base) Acrylate	20	Wind 1

LVL	Power	Hit	Effect
17	C	C	Launches a fireball at an enemy.
20	-	-	Raises own Movement speed. (Movement speed 60% up; 100% success; 30 seconds)

220 Epitaph

Type: Magical Being Element: Lightning
Pact: - Residence: Gladheim



EXP: 261
Gold: 1404
Drop 1: Mimic Fragment 32%
Drop 2: Electrum 5%
Leave: Miracle Gel
Steal: Strawberry 39%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
96	100	C		D	0

HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
4664/4087	225/10	1144/54	1336/63	801/10	1345/13	1065/51	63/63

SKILLS

LVL 1	VS Ghost 2	LVL 30	Resist Light
LVL 5	Resist Sleep	LVL 55	Raise Mag 2
LVL 25	Relax 1		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	25	+25

LVL	Name	TP	Element
15	(Base) Crush	13	
45	(Base) Black Vice	79	Dark 1

LVL	Power	Hit	Effect
15	C	C	Strikes with both hands to send the enemy up into the air and before crashing down to earth.
45	B	B	Calls up a dark dimension in the surrounding area to attack nearby enemies.

221 Mimic

Type: Magical Being Element: Fire
Pact: 60% Residence: Cape Fortress



EXP: 253
Gold: 1267
Drop 1: Lumber 31%
Drop 2: Mimic Fragment 20%
Leave: Poison Bottle
Steal: Old Coin 13%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
32	25	C		E	3

HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
2867/408	143/19	529/77	279/42	545/83	354/40	353/50	74/74

SKILLS

LVL 1	VS Ghost 1	LVL 10	P. ATK Increase 1
LVL 30	P. DEF Increase 1	LVL 25	Resist Water 1

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

LVL	Name	TP	Element
6	(Base) Ember Shot	10	Fire 1
15	(Base) Earth	17	

LVL	Power	Hit	Effect
6	B	B	Shoots a fireball at the enemy.
15	-	-	Raises own P. DEF (P. DEF 30% up; 100% success; 90 seconds)

222 Pandora

Type: Magical Being Element: Dark
Pact: - Residence: Temple of Darkness



EXP: 281
Gold: 1404
Drop 1: Mimic Fragment 32%
Drop 2: Electrum 5%
Leave: Miracle Gel
Steal: Strawberry 39%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
30	100	C		E	3

HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
2774/408	177/24	404/77	343/52	519/83	306/43	294/40	39/39

SKILLS

LVL 1	VS Ghost 2	LVL 30	Resist Light 1
LVL 5	Resist Sleep 2	LVL 55	A. ATK Increase 2
LVL 25	Relax 1		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	+25	+75

LVL	Name	TP	Element
15	(Base) Shock	12	
45	(Base) Black Vice	79	Dark 1

LVL	Power	Hit	Effect
15	C	C	Strikes with both hands to send the enemy up into the air and before crashing down to earth.
45	B	B	Calls up a dark dimension in the surrounding area to attack nearby enemies.

223 Shape Shifter

Type: Magical Being Element: Lightning
Pact: 45% Residence: Ginnungagap



EXP: 432
Gold: 2160
Drop 1: Mimic Fragment 28%
Drop 2: Pure Silver 2%
Leave: Treat
Steal: -

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
96	100	C		E	3

HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
4360/408	211/19	763/72	379/37	871/83	543/48	654/60	87/87

SKILLS

LVL 1	VS Ghost 2	LVL 20	EXP Plus 1
LVL 5	Resist Shock 2	LVL 30	Resist Earth 1
LVL 10	Lightning Element	LVL 40	HP Increase 2

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	+50	0	+50
Lightning	Ice	Light	Darkness
+25	0	0	0

LVL	Name	TP	Element
15	(Base) Crush	15	
30	(Base) Dangle	45	
40	(Base) Celestial Sword	80	Lightning 1

LVL	Power	Hit	Effect
15	C	C	Strikes with both hands to send the enemy up into the air and down to earth.
30	B	B	Launches a series of blows against the enemy.
40	B	B	Calls down an electrified sword from the sky.

224 Jaw Breaker

Type: Magical Being Element: Wind
Pact: - Residence: Gladheim



EXP: 1184
Gold: 5924
Drop 1: Mimic Fragment 38%
Drop 2: Philosopher's Stone 7%
Leave: -
Steal: Pebble 70%

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
98	100	C		E	3

HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
4216/418	353/17	1604/87	771/37	1601/83	881/13	909/50	85/85

SKILLS

LVL 1	VS Ghost 3	LVL 40	Critical 2
LVL 5	Resist Shock 3	LVL 45	P. ATK Increase 3
LVL 16	Shock Attack 3	LVL 50	P. DEF Increase 3
LVL 25	SP Master 4		

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	50	0	0

LVL	Name	TP	Element
12	(Base) Fortify	11	
20	(Base) Crush	18	
30	(Base) Dangle	39	
42	(Base) Dragon Storm	74	Wind 2

LVL	Power	Hit	Effect
12	-	-	Raises own P. DEF (P. DEF 30% up; 100% success; 90 seconds)
20	C	C	Strikes with both hands to send the enemy up into the air before crashing down to earth.
30	B	B	Launches a series of blows against the enemy.
42	A	A	Calls up a tornado in own area to attack.

225 Igniter

Type: Magical Being	Element: Fire
Pact: 30%	Residence: Cape Fortress
	
EXP: 468	
Gold: 0	
Drop 1: Elemental Fragment 14%	
Drop 2: Animus 5%	
Leave: Miracle Gel	
Steal:	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
50	100	C		D	S
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
12234/461	262/26	709/102	703/81	595/70	657/81
				599/68	27/27

SKILLS

LVL 1	VS Ghost 2	LVL 22	Life Charge
LVL 3	A. ATK Increase 1	LVL 38	Regenerate 1
LVL 5	Fire Element	LVL 55	Resist Water 2
LVL 10	Resist Sick 2	LVL 65	P. ATK Increase 3


RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

LVL	Name	TP	Element
5	(Magic) Fire Ball	7	Fire 1
15	(Base) Fire Whip	20	Fire 1
15	(Magic) Sharpness	12	Fire 1
17	(Base) Burning Cloak	15	Fire 1
20	(Base) Flame Jet	26	Fire 1
20	(Magic) Eruption	24	Fire 1
30	(Base) Lava Runner	39	Fire 1
40	(Magic) Explode	55	Fire 2
45	(Base) Magma Vein	79	Fire 1

LVL	Power	Hit	Effect
5	B	C	(Prep Time: 4s) Launches a series of fireballs at the enemy.
15	-	B	Spins sideways to body slam the enemy.
15	-	-	(Prep Time: 6s) Raises the P. ATK of one ally. (P. ATK 30% up: 90 seconds)
17	-	-	Raises own P. ATK P. ATK 30% up: 100% success: 90 seconds
20	A	B	Spins vertically to body slam the enemy.
20	B	B	(Prep Time: 6s) Causes flames to explode within a set area to attack.
30	A	B	Body slams the enemy.
40	A	C	(Prep Time: 8s) Causes a huge explosion in the area around the enemy.
45	B	B	Causes lava to erupt in the area around itself.

226 Muzzler

Type: Magical Being	Element: Ice
Pact: 30%	Residence: Ginnungagap
	
EXP: 468	
Gold: 0	
Drop 1: Elemental Fragment 14%	
Drop 2: Animus 5%	
Leave: Miracle Gel	
Steal:	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
50	100	C		D	S
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
12048/461	214/26	651/77	654/76	651/75	704/81
				597/73	50/50

SKILLS

LVL 1	VS Ghost 2	LVL 22	Mental Charge
LVL 3	Raise Mag	LVL 38	Relax
LVL 5	Ice Element	LVL 55	Resist Fire
LVL 10	Resist Paralyze	LVL 65	Raise Mag 3

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
-50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

LVL	Name	TP	Element
5	(Magic) Ice Needle	10	Ice 1
15	(Base) Snow Devil	20	Ice 1
15	(Magic) Spell Enhance	15	Ice 1
17	(Base) Icy Prison	15	Ice 1
20	(Base) Frost Ring	26	Ice 1
20	(Magic) Icy Rain	30	Ice 1
30	(Base) Ice Fall	39	Ice 1
40	(Magic) Absolute	46	Ice 2
45	(Base) Ice Storm	79	Ice 1

LVL	Power	Hit	Effect
5	B	C	(Prep Time: 4s) Calls lumps of ice down from the sky above the enemy.
15	A	B	Rotates horizontally to body slam the enemy.
15	-	-	(Prep Time: 6s) Raises Mag of one ally. (Mag 30% up: 90 seconds)
17	-	-	Raises own Mag (Mag 30% up: 100% success: 90 seconds)
20	A	B	Rotates vertically to body slam the enemy.
20	B	A	(Prep Time: 6s) Calls down sharp shards of ice onto a wide area.
30	B	B	Body slams the enemy.
40	A	B	(Prep Time: 8s) Freezes the enemy at absolute zero.
45	C	B	Calls down ice from the sky above.

227 Enforcer

Type: Magical Being	Element: Earth
Pact: 30%	Residence: Ginnungagap
	
EXP: 468	
Gold: 0	
Drop 1: Elemental Fragment 14%	
Drop 2: Animus 5%	
Leave: Miracle Gel	
Steal:	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
50	100	C		E	S
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
12876/481	230/22	606/72	607/81	729/80	717/86
				555/63	23/23

SKILLS

LVL 1	VS Ghost 2	LVL 22	Life Charge
LVL 3	Raise Mag	LVL 38	Regenerate
LVL 5	Earth Element	LVL 55	Resist Wind
LVL 10	Resist Paralyze	LVL 65	P. DEF Increase 3

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

LVL	Name	TP	Element
5	(Magic) Stone Blast	7	Earth 1
15	(Base) Bulwark	13	Earth 1
15	(Magic) Barrier	6	Earth 1
17	(Base) Hammer Fist	22	-
20	(Base) Tectonic Break	18	-
20	(Magic) Rock Break	20	Earth 1
30	(Base) Sand Stone	39	Earth 1
40	(Magic) Grand Dasher	46	Earth 2
45	(Base) Reverse	39	-

LVL	Power	Hit	Effect
5	B	B	(Prep Time: 4s) Calls up rocks from the earth to attack enemies.
15	-	-	Raises own Def (Def 60% up: 100% success: 30 seconds)
15	-	-	(Prep Time: 6s) Raises one ally's Def (Def 30% up: 100% success: 90 seconds)
17	C	C	Hits the enemy twice.
20	C	C	Knocks down the enemy.
20	B	C	(Prep Time: 6s) Calls rocks under the enemy's feet to attack.
30	B	B	Calls a hail of rocks to attack the enemy.
40	A	B	(Prep Time: 8s) Advanced magic that calls upon the hidden power of the earth.
45	C	C	Lifts its opponent, then throws them behind to hit their ally.

228 Liberator

Type: Magical Being	Element: Light
Pact: 30%	Residence: Ginnungagap
	
EXP: 468	
Gold: 0	
Drop 1: Elemental Fragment 14%	
Drop 2: Animus 5%	
Leave: Miracle Gel	
Steal:	

LVL	MAX LVL	GROWTH	FLY	MOVE	STUN
50	100	C		E	S
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF
12564/471	214/24	722/82	663/76	603/70	715/81
				667/73	71/71

SKILLS

LVL 1	VS Ghost 2	LVL 20	Resist Weak
LVL 4	Light Element	LVL 25	Regenerate 2
LVL 6	Raise Mag	LVL 55	Resist Dark
LVL 8	Life Charge	LVL 65	HP Increase 3

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	+25	-25

LVL	Name	TP	Element
5	(Magic) Rent	10	Light 1
13	(Base) Hammer Fist	17	-
15	(Base) Soul Barrier	13	Light 1
15	(Magic) Photon	34	Light 1
20	(Base) Tectonic Break	18	-
30	(Base) Soul Bright	39	Light 1
40	(Magic) Prism Sword	50	Light 2
45	(Base) Reverse	39	-

LVL	Power	Hit	Effect
5	-	-	(Prep Time: 6s) Raise the defense of one ally. (Defense 30% up: 100% success: 90 seconds)
13	C	C	Strikes the enemy twice.
15	-	-	Raises own Res (Res 40% up: 100% success: 30 seconds)
15	A	A	(Prep Time: 6s) Collects particles of light and releases them to attack the enemy.
20	C	C	Smiles the enemy to knock them down.
30	B	B	Shoots numerous balls of light at the enemy.
40	A	S	(Prep Time: 8s) Calls a sword bathed in light down from the heavens to attack.
45	C	C	Lifts its opponent, then throws them behind.

229 Sinker

Type: Magical Being	Element: Water
Pact: 30%	Residence: Cape Fortress
	
EXP:	468
Gold:	0
Drop 1:	Elemental Fragment 14%
Drop 2:	Animus 5%
Leave:	Miracle Gel
Steal:	-

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
50	100	B			C	5	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
12492/461	284/26	640/71	751/80	636/69	740/85	631/72	11/11

SKILLS

LVL 1 VS Ghost 2	LVL 15 Mental Charge
LVL 3 Ice Elemental	LVL 30 Relax 2
LVL 5 Raise Map	LVL 40 A DEF Increase
LVL 8 Resist Poison	LVL 45 Resist Lightning

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
50	0	0	0

LVL	Name	TP	Element
5	(Magic) Aqua Edge	8	Water 1
10	(Base) Shower	9	-
10	(Magic) Recover	12	Water 1
20	(Magic) Splash	22	Water 1
25	(Base) Tail Slap	33	-
35	(Base) Song of Serenity	69	Water 1
40	(Magic) Saint Bubble	49	Water 2
55	(Base) Deluge	96	Water 1

LVL	Power	Hit	Effect
5	B	C	(Prep Time 4s) Shoots blades of water to attack.
10	C	C	Showers the enemy from below.
-	-	-	(Prep Time 6s) Restores status ailments from one ally.
20	B	B	(Prep Time 6s) Brings down torrents of water from above the enemy.
25	B	C	Spirits to attack surrounding enemies.
35	B	B	Sings a song to attack surrounding allies while raising Def and Res of all allies. (Def 30% up, 100% success; 30 seconds) (Res 30% up, 100% success; 30 seconds)
40	A	B	(Prep Time 6s) Forms countless bubbles around the enemy's feet, then bursts them to deal damage.
55	B	A	Summons a giant pillar of water to attack.

230 Punisher

Type: Magical Being	Element: Dark
Pact: 30%	Residence: Ginnungagap
	
EXP:	468
Gold:	0
Drop 1:	Elemental Fragment 14%
Drop 2:	Animus 5%
Leave:	Miracle Gel
Steal:	-

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
50	100	C			C	5	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
12564/476	221/23	612/72	698/81	594/70	707/86	608/73	2/2

SKILLS

LVL 1 VS Ghost 2	LVL 15 Mental Charge
LVL 3 Dark Element	LVL 30 Relax 2
LVL 5 Raise Map	LVL 45 TP Increase 3
LVL 5 Resist Sleep	LVL 55 Resist Light


RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	25	+25

LVL	Name	TP	Element
10	(Magic) Swampgun	12	Dark 1
15	(Base) Shower	5	-
25	(Base) Tail Slap	33	-
25	(Magic) Negative Gate	32	Dark 1
35	(Base) Song of Blood	69	Dark 1
40	(Magic) Bloody Howling	55	Dark 2
45	(Base) Thyring Wall	79	Dark 2

LVL	Power	Hit	Effect
10	-	-	(Prep Time 4s) Lowers the enemy's Def. (Def 30% down, 100% success; 30 seconds)
15	C	C	Showers the enemy from below.
25	B	C	Rotates to attack enemies in the vicinity.
25	B	B	(Prep Time 6s) Summons an alternate dimension to seal the enemy's actions.
35	B	B	Sings a song to attack surrounding enemies while lowering all enemies' Def and Res. (Def 30% down, 100% success; 30 seconds) (Res 30% down, 100% success; 30 seconds)
40	A	A	(Prep Time 8s) Screams a curse to rend the enemy.
45	A	A	Calls up a tornado around itself to attack surrounding enemies.

231 Purger

Type: Magical Being	Element: Wind
Pact: 30%	Residence: Ginnungagap
	
EXP:	468
Gold:	0
Drop 1:	Elemental Fragment 14%
Drop 2:	Animus 5%
Leave:	Miracle Gel
Steal:	-

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
50	100	C		0	A	S	
HP	TP	P. ATK	A. ATK	P. DEF	A. DEF	DEX	LUCK
12423/461	224/26	607/72	660/76	613/70	715/81	714/83	62/62

SKILLS

LVL 1 VS Ghost 2	LVL 21 Mental Charge
LVL 3 Raise Map	LVL 33 Raise Luck 3
LVL 5 Wind Element	LVL 40 Relax
LVL 15 Resist Mute	LVL 65 Resist Ice

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	50	0	0

LVL	Name	TP	Element
10	(Magic) Wind Cutter	8	Wind 1
17	(Base) Wind Spirit	22	Wind 1
20	(Magic) Turbulence	22	Wind 1
30	(Base) Wind Reaper	53	Wind 1
40	(Magic) Cyclone	50	Wind 2
45	(Base) Wind Dancer	39	Wind 1
55	(Magic) Heartless Circle	56	Wind 1

LVL	Power	Hit	Effect
10	B	C	(Prep Time 4s) Summons blades of wind around the enemy to attack.
17	B	C	Sends insects flying in the area around it to attack.
20	A	C	(Prep Time 6s) Summons up a tornado to suck enemies up.
30	A	C	Calls up winds around itself to attack.
40	A	A	(Prep Time 8s) Summons a tornado around itself to attack surrounding enemies.
45	-	-	Raises own Mx (Move 60% up, 100% success; 30 seconds)
55	-	-	(Prep Time 6s) Restores the HP of allies within the effect area five times, each time restoring 12% of max HP.

232 Awakener

Type: Magical Being	Element: Lightning
Pact: 30%	Residence: Ginnungagap
	
EXP:	468
Gold:	0
Drop 1:	Elemental Fragment 14%
Drop 2:	Animus 5%
Leave:	Miracle Gel
Steal:	-

LVL	MAX LVL	GROWTH		FLY	MOVE	STUN	
50	100	C		0	A	S	
HP	TP	P.ATK	A.ATK	P.DEF	A.DEF	DEX	LUCK
12339/461	279/26	615/72	729/81	556/65	667/81	727/83	70/40

SKILLS

LVL 1 VS Ghost 2	LVL 33 Life Charge
LVL 3 Raise Map	LVL 40 Regenerate
LVL 5 Resist Lightning	LVL 55 Resist Earth
LVL 15 Resist Sway	LVL 65 DEF Increase 3

RESISTANCES (%) & ARTES

Fire	Water	Wind	Earth
0	+50	0	0
Lightning	Ice	Light	Darkness
+25	0	0	0

LVL	Name	TP	Element
10	(Magic) Lightning	9	Lightning 1
17	(Magic) Charge	24	Lightning 1
20	(Magic) Thunder Blade	28	Lightning 1
21	(Base) Electrolyze	18	Lightning 1
30	(Base) Thunder Spirit	39	Lightning 1
40	(Base) Celestial Sword	70	Lightning 1
45	(Major) Indignation	60	Lightning 1

LVL	Power	Hit	Effect
10	B	C	(Prep Time 4s) Calls down a small lightning bolt from the sky above the enemy.
17	-	-	(Prep Time 4s) Restores 15 TP to one ally.
20	B	B	(Prep Time 6s) Restores 15 TP to one enemy.
21	-	-	Raises own Dex. (Dex 60% up, 100% success; 30 seconds)
30	C	C	Sends insects flying in the area around it to attack.
40	B	C	Calls down an electrified sword from the skies above to attack.
45	A	C	(Prep Time 8s) Calls down a heavenly lightning bolt to strike the area around the enemy.

BOSSSES

VANGUARD A

Element: Wind Residence: Cape Fortress



EXP: 280
Gald: 560
Drop 1:
Drop 2:
Steal:

LVL		FLY		MOVE		STUN	
28				A		0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
10248	379	318	785	346	785	410	64

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	-50	0	0

VANGUARD B

Element: Ice Residence: Cape Fortress



EXP: 290
Gald: 580
Drop 1:
Drop 2:
Steal:

LVL		FLY		MOVE		STUN	
29				C		0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
10959	360	328	327	357	327	357	95

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

VANGUARD C

Element: Lightning Residence: Cape Fortress



EXP: 270
Gald: 540
Drop 1:
Drop 2:
Steal:

LVL		FLY		MOVE		STUN	
27				A		0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
9888	367	277	216	335	307	397	83

RESISTANCES (%)

Fire	Water	Wind	Earth
0	+50	0	50
Lightning	Ice	Light	Darkness
+25	0	0	0

VANGUARD D

Element: Water Residence: Cape Fortress



EXP: 280
Gald: 560
Drop 1:
Drop 2:
Steal:

LVL		FLY		MOVE		STUN	
28				c		0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
10248	411	318	285	346	381	255	94

RESISTANCES (%)

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0

VANGUARD E

Element: Wind Residence: Lezareno Building Number Two



EXP: 450
Gald: 900
Drop 1:
Drop 2:
Steal:

LVL		FLY		MOVE		STUN	
45				A		0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
16368	583	630	487	533	438	484	61

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	-50	0	0

VANGUARD F

Element: Ice Residence: Lezareno Building Number Two



EXP: 460
Gald: 920
Drop 1:
Drop 2:
Steal:

LVL	FLY	MOVE	STUN				
46		C	0				
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
17513	546	543	497	644	497	399	55

RESISTANCES (%)

Fire	Water	Wind	Earth
-50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

VANGUARD G

Element: Wind Residence: Lezareno Building Number Two



EXP: 450
Gald: 900
Drop 1:
Drop 2:
Steal:

LVL		FLY		MOVE		STUN	
45				C		0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
16368	583	581	438	582	438	533	76

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	-50	0	0

VANGUARD H

Element: Wind Residence: Lezareno Building Number Two



EXP: 470
Gald: 940
Drop 1:
Drop 2:
Steal:

LVL		FLY		MOVE		STUN	
47				A		0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
17088	658	508	609	555	456	407	1

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	-50	0	0

ALBUM ARTORUM

Element: Light Residence: Quest: True Hidden Treasure



EXP: 65000
Gald: 65000
Drop 1: Topaz 100%
Drop 2: Nether Tuxen 100%
Steal: Philosopher's Stone 77%

LVL		FLY		MOVE		STUN	
100				E		11	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
114424	999	1456	1456	1458	5034	1465	22

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	+25	25

CHRISTOPHER

Element: Wind

Residence: Quest: Defeat the Bandits (Rank D)



EXP: 180
Gald: 360
Drop 1:
Drop 2:
Steal:

LVL	FLY	MOVE	STUN
16			0

HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX	LUCK
568	259	218	195	236	195	230	66

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	-50	0	0

THIEF

Element: Fire

Residence: Quest: Defeat the Bandits (Rank D)



EXP: 160
Gald: 320
Drop 1:
Drop 2:
Steal:

LVL	FLY	MOVE	STUN
16			0

HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX	LUCK
5928	235	235	197	214	177	194	28

RESISTANCES (%)

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

SWORDSMAN

Element: Earth

Residence: Quest: The Wandering Swordsman (Rank D)



EXP: 160
Gald: 320
Drop 1:
Drop 2:
Steal:

LVL	FLY	MOVE	STUN
16			0

HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX	LUCK
6073	233	253	177	214	177	214	20

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

MILITIA

Element: Earth

Residence: Quest: From the Town Watch



EXP: 160
Gald: 320
Drop 1:
Drop 2:
Steal:

LVL	FLY	MOVE	STUN
16			0

HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX	LUCK
5928	235	198	197	214	197	214	17

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

MELISSA

Element: Lightning

Residence: Quest: Defeat the Bandits (Rank D)



EXP: 170
Gald: 340
Drop 1:
Drop 2:
Steal:

LVL	FLY	MOVE	STUN
17			0

HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX	LUCK
6288	268	208	249	225	186	167	48

RESISTANCES (%)

Fire	Water	Wind	Earth
+25	+50	0	50
Lightning	Ice	Light	Darkness
0	0	0	0

AXE SOLDIER

Element: Fire

Residence: Quest: We're the Monster Busters



EXP: 170
Gald: 340
Drop 1:
Drop 2:
Steal:

LVL	FLY	MOVE	STUN
17			0

HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX	LUCK
6442	245	266	186	255	186	225	19

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	25	+25

LUCRETIA

Element: Dark

Residence: Underwater Caves



EXP: 0
Gald: 0
Drop 1:
Drop 2:
Steal:

LVL	FLY	MOVE	STUN
1			0

HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX	LUCK
827	47	50	49	53	46	46	6

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	25	+25

VORTEX

Element: Water

Residence: Underground Caves



EXP: 100
Gald: 500
Drop 1:
Drop 2:
Steal:

LVL	FLY	MOVE	STUN
1			0

HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX	LUCK
556	99	43	66	57	70	51	36

RESISTANCES (%)

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
50	0	0	0

LLOYD A

Element: Fire

Residence: Lake Sinou Cave



EXP: 6000
Gald: 33825
Drop 1:
Drop 2:
Steal:

LVL	FLY	MOVE	STUN
50			0

HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX	LUCK
15305	444	750	598	668	529	540	58

RESISTANCES (%)

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

PALADIN

Element: Lightning

Residence: Lun



EXP: 50
Gald: 100
Drop 1:
Drop 2:
Steal:

LVL	FLY	MOVE	STUN
5			0

HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX	LUCK
1758	103	97	87	111	87	80	77

RESISTANCES (%)

Fire	Water	Wind	Earth
0	+50	0	50
Lightning	Ice	Light	Darkness
+25	0	0	0

MAGNAR A

Element: Earth

Residence: Lun



EXP: 500
Gald: 3520
Drop 1: Heal Mark 100%
Drop 2:
Steal:

LVL	FLY	MOVE	STUN
10			0

HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX	LUCK
1754	257	204	128	184	177	222	74

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

PORTHOS A

Element: Light

Residence: Asgard



EXP: 100
Gald: 0
Drop 1: Carrot 100%
Drop 2: Rabbit Tail 100%
Steal:

LVL	FLY	MOVE	STUN
7			0

HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX	LUCK
993	196	142	150	163	177	135	76

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	0	0

HAWK A

Element: Wind

Residence: Argard



EXP: 400
Gald: 4000
Drop 1: Poison Charm
Drop 2:
Steal:

LVL		FLY		MOVE		STUN	
9				C		3	
HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX	LUCK
1613	248	160	140	171	138	209	19

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	0	0	0

ATHOS A

Element: Dark

Residence: Argard



EXP: 100
Gald: 0
Drop 1: Mines 100%
Drop 2: Wolf Fur 100%
Steal:

LVL		FLY		MOVE		STUN	
8				8		5	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
1558	140	189	113	177	146	175	35

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	0	0

GARUDA

Element: Wind

Residence: Hima



EXP: 1000
Gald: 3000
Drop 1: Giant Feather 100%
Drop 2:
Steal: Basil 66%

LVL		FLY		MOVE		STUN	
15		0		C		7	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
8391	263	245	245	149	166	264	37

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	0	0	0

SKIOPHORION

Element: Dark

Residence: Hima



EXP: 0
Gald: 0
Drop 1: Peach Manuscript 100%
Drop 2: Seal Charm 100%
Steal: Philosopher's Stone 8%

LVL		FLY		MOVE		STUN	
0		0		C		0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
9998	871	181	176	170	2829	183	53

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	-25	+25

WIND MASTER PRIME

Element: Wind

Residence: Theater Underground Site



EXP: 960
Gald: 10000
Drop 1: Slyph Mischief 100%
Drop 2: Elemental Fragment 100%
Steal:

LVL		FLY		MOVE		STUN	
20		0		8		7	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
11772	357	259	286	287	227	289	72

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	0	0	0

ALICE A

Element: Water

Residence: Dynasty Ruins



EXP: 700
Gald: 12000
Drop 1: Spirit Mark 100%
Drop 2: Electrum Ring 100%
Steal: Undine's Affection 30%

LVL		FLY		MOVE		STUN	
17				C		3	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
3171	522	306	340	318	333	309	53

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	+50	0
Lightning	Ice	Light	Darkness
0	0	0	0

PORTHOS B

Element: Light

Residence: Dynasty Ruins



EXP: 214
Gald: 0
Drop 1: Carrot 100%
Drop 2: Rabbit Tail 100%
Steal:

LVL		FLY		MOVE		STUN	
15				C		3	
HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX	LUCK
2729	308	222	230	251	223	202	78

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	0	0

ATHOS B

Element: Dark

Residence: Dynasty Ruins



EXP: 200
Gald: 0
Drop 1: Mane 100%
Drop 2: Wolf Fur 100%
Steal:

LVL		FLY		MOVE		STUN	
16		-		0		5	
HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX	LUCK
4246	350	303	433	233	284	271	35

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	0	0

MANITOU

Element: Water

Residence: Dynasty Ruins



EXP: 1500
Gald: 6000
Drop 1: Elastic Leather 100%
Drop 2: Luna 100%
Steal: Savory 45%

LVL		FLY		MOVE		STUN	
20				E		17	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK

RESISTANCES (%)

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0

HIRSUTA

Element: Earth

Residence: Human Farms



EXP: 160
Gald: 0
Drop 1: Plant Vine 76%
Drop 2: Grey Manuscript 56%
Steal: Lavender 24%

LVL		FLY		MOVE		STUN	
13				E		3	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
124	189	235	163	217	183	232	15

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	0	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

GERIENTSLINDE

Element: Earth

Residence: Human Farms



EXP: 1550
Gald: 9000
Drop 1: Fragrant Wood 100%
Drop 2:
Steal: Saffron 47%

LVL		FLY		MOVE		STUN	
18				E		7	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
11388	259	330	260	223	283	216	55

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

BARTEK

Element: Fire

Residence: Former Treet Site



EXP: 2400
Gald: 10000
Drop 1: Charcoal 100%
Drop 2:
Steal: Verbena 63%

LVL		FLY		MOVE		STUN	
25				E		9	
HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX	LUCK

RESISTANCES (%)

Fire	Water	Wind	Earth
+25	50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

SCHIZOS

Element: Wind

Residence: Field



EXP: 1000
Gald: 12000
Drop 1: Dragon Horn 100%
Drop 2: -
Steal: Dragon Scale 39%

LVL		FLY		MOVE		STUN	
25				E		7	
HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX	LUCK
14385	281	267	273	272	280	275	51

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	0	0	0

TALGERION

Element: Wind

Residence: Balacul Mausoleum



EXP: 5
Gald: 0
Drop 1: Talisman 40%
Drop 2: Message Howlkey 16%
Steal: Philosopher's Stone 5%

LVL		FLY		MOVE		STUN	
5		0		0		0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
6275	597	699	656	693	693	694	69

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	0	0	0

GAMELION

Element: Dark

Residence: Camberio Caves



EXP: 1
Gald: 0
Drop 1: Poison Charm 38%
Drop 2: Yellow Manuscripts 11%
Steal: Philosopher's Stone 5%

LVL		FLY		MOVE		STUN	
1				0		0	
HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX	LUCK
2027	70	116	94	113	86	116	4

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	25	+25

AMANITA

Element: Dark

Residence: Camberio Caves



EXP: 1364
Gald: 0
Drop 1: Slime Mold 10%
Drop 2: -
Steal: Sage 53%

LVL		FLY		MOVE		STUN	
25				E		11	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
12640	338	305	335	341	338	311	78

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	25	+25

NAZDROVIE

Element: Light

Residence: Izuld



EXP: 3500
Gald: 10000
Drop 1: Spongy Skin 100%
Drop 2: -
Steal: -

LVL		FLY		MOVE		STUN	
28				0		11	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
16238	318	260	386	226	341	340	47

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	+25	25

MIRKA

Element: Ice

Residence: Temple of Ice



EXP: 1000
Gald: 5000
Drop 1: Fluffy Fur 100%
Drop 2: Mane 100%
Steal: Chamonile 54%

LVL		FLY		MOVE		STUN	
29				E		5	
HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX	LUCK
20133	312	387	398	239	239	201	84

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

SIREN

Element: Ice

Residence: Temple of Ice



EXP: 1500
Gald: 20000
Drop 1: Seashell 100%
Drop 2: Coral 100%
Steal: Undine's Chant 24%

LVL		FLY		MOVE		STUN	
35				C		5	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
12264	40	440	485	442	451	438	31

RESISTANCES (%)

Fire	Water	Wind	Earth
50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

ARAMIS

Element: Wind

Residence: Melokio



EXP: 1500
Gald: 0
Drop 1: Fluffy Fur 100%
Drop 2: -
Steal: All Divide 31%

LVL		FLY		MOVE		STUN	
35		0		C		7	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
10170	350	375	425	371	363	359	70

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	0	0

HELION

Element: Dark

Residence: Melokio



EXP: 4200
Gald: 0
Drop 1: Golem Fragment 100%
Drop 2: Quality Stone 100%
Steal: -

LVL		FLY		MOVE		STUN	
35				E		7	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
14934	342	264	438	578	617	307	85

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	25	+25

RICHTER A°

Element: Water

Residence: Temple of Darkness



EXP: -
Gald: -
Drop 1: -
Drop 2: -
Steal: -

LVL		FLY		MOVE		STUN	
50				A		5	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK

RESISTANCES (%)

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
50	0	0	0

DECUS A

Element: Fire

Residence: Cape Fortress



EXP: 12000
Gald: 29040
Drop 1: Garnet Ring 100%
Drop 2: -
Steal: -

LVL		FLY		MOVE		STUN	
40				e		5	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK

RESISTANCES (%)

Fire	Water	Wind	Earth
+25	50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

RICHTER B

Element: Water

Residence: Cape Fortress



EXP: 12000
Gald: 29040
Drop 1: Mystic Mask 100%
Drop 2: -
Steal: Orchidum Ring 21%

LVL		FLY		MOVE		STUN	
60				A		7	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK

RESISTANCES (%)

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
0	0	0	0

After each kind damage to Richter A

CORDUROY

Element: Lightning Residence: Temple of Lightning



EXP: 8275
Gald: 5000
Drop 1: Demon's Wing 100%
Drop 2: Painted Horn 100%
Steal: Chamomile 32%

LVL		FLY		MOVE		STUN	
44		0		C		11	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
23346	266	483	548	487	436	489	78

RESISTANCES (%)

Fire	Water	Wind	Earth
0	+50	0	50
Lightning	Ice	Light	Darkness
+25	0	0	0

LOOKIN

Element: Earth Residence: Temple of Earth



EXP: 0
Gald: 0
Drop 1: Crawler's Silk 100%
Drop 2: -
Steal: -

LVL		FLY		MOVE		STUN	
42				F		3	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
14733	400	546	442	601	449	500	78

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

HAWK B

Element: Wind Residence: Altamira



EXP: 11000
Gald: 34560
Drop 1: Forest's Cape 100%
Drop 2: -
Steal: Message Near Death 11%

LVL		FLY		MOVE		STUN	
45				C		5	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
58113	729	964	960	962	966	990	23

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	+25	+50
Lightning	Ice	Light	Darkness
0	0	0	0

MAGNAR B

Element: Lightning Residence: Altessa's House



EXP: 12500
Gald: 27300
Drop 1: Stone Pendant 100%
Drop 2: -
Steal: Rainbow Manuscript 64%

LVL		FLY		MOVE		STUN	
45				8		7	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
77955	446	1115	755	890	578	729	25

RESISTANCES (%)

Fire	Water	Wind	Earth
0	+50	0	50
Lightning	Ice	Light	Darkness
+25	0	0	0

COMMANDER BRUTE

Element: Earth Residence: Lazareno Building Number Two



EXP: 20000
Gald: 39600
Drop 1: Holy Symbol 100%
Drop 2: Ruby 100%
Steal: -

LVL		FLY		MOVE		STUN	
55				C		11	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
91362	999	1182	1198	1182	1184	1168	2

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

RICHTER C

Element: Water Residence: Lazareno Building Number Two



EXP: 13000
Gald: 36000
Drop 1: Mystic Mark 100%
Drop 2: -
Steal: Orichalcum Ring 21%

LVL		FLY		MOVE		STUN	
60		-		A		7	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
102096	970	1478	1183	972	943	1127	49

RESISTANCES (%)

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
50	0	0	0

ALICE B

Element: Ice Residence: Ginnungagap



EXP: 15000
Gald: 41040
Drop 1: Mystic Symbol 100%
Drop 2: -
Steal: Mythril Ring 56%

LVL		FLY		MOVE		STUN	
57				C		7	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
63840	999	0.54	1.690	1.043	1.326	1230	5.8

RESISTANCES (%)

Fire	Water	Wind	Earth
50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

DECUS B

Element: Fire Residence: Ginnungagap



EXP: 15000
Gald: 41760
Drop 1: Mana Symbol 100%
Drop 2: -
Steal: Mythril Ring 44%

LVL		FLY		MOVE		STUN	
58				C		7	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
75864	754	1505	1167	1169	932	1404	74

RESISTANCES (%)

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

LADON

Element: Water Residence: Ginnungagap



EXP: 22000
Gald: 0
Drop 1: Aquamarine 100%
Drop 2: -
Steal: -

LVL		FLY		MOVE		STUN	
54		0		E		11	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
94220	999	1144	1160	1143	1113	1097	1

RESISTANCES (%)

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
0	0	0	0

RICHTER D

Element: Fire Residence: Ginnungagap



EXP: 30000
Gald: 47970
Drop 1: Orichalcum 100%
Drop 2: -
Steal: Philosopher Stone 50%

LVL		FLY		MOVE		STUN	
80				A		11	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
148503	990	1721	1674	1047	1075	1241	82

RESISTANCES (%)

Fire	Water	Wind	Earth
+25	50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

LLOYD B

Element: Fire Residence: Ginnungagap



EXP: 6000
Gald: 33825
Drop 1: -
Drop 2: -
Steal: -

LVL		FLY		MOVE		STUN	
50				A		1	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
15375	444	750	369	668	526	540	58

RESISTANCES (%)

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

MARTA

Element: Light Residence: Ginnungagap



EXP: 6000
Gald: 33825
Drop 1: -
Drop 2: -
Steal: -

LVL		FLY		MOVE		STUN	
50				A		1	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
9264	124	445	574	385	451	509	82

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	+25	25

EMIL

Element: Dark

Residence: Ginnungagap



EXP: 4500
Gald: 33825
Drop 1:
Drop 2:
Steal:

LVL		FLY		MOVE		STUN	
50				A		1	
HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX	LUCK
12078	220	627	326	443	381	513	65

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	25	+25

ANTESTERION

Element: Earth

Residence: Gladshiem



EXP: 2
Gald: 0
Drop 1: Amulet 22%
Drop 2: Message, Stronghold 21%
Steal: Philosopher Stone 4%

LVL		FLY		MOVE		STUN	
2				C		0	
HP	TP	P.ATK	A.ATK	DEF	A.DEF	DEX	LUCK
2536	724	253	265	268	274	256	78

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	-50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

ELAPHEBOLION

Element: Fire

Residence: Gladshiem



EXP: 3
Gald: 0
Drop 1: Elixirum Ring 26%
Drop 2: Peach Manuscript 17%
Steal: Philosopher Stone 6%

LVL		FLY		MOVE		STUN	
3				C		0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
4700	333	360	358	377	364	375	51

RESISTANCES (%)

Fire	Water	Wind	Earth
+25	-50	0	0
Lightning	Ice	Light	Darkness
0	+50	0	0

PYANOPSISION

Element: Earth

Residence: Gladshiem



EXP: 10
Gald: 0
Drop 1: Platinum Ring 25%
Drop 2: Luna's Punishment 11%
Steal: Philosopher's Stone 13%

LVL		FLY		MOVE		STUN	
10				C		0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
98366	553	594	60	597	925	885	60

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	50	+25
Lightning	Ice	Light	Darkness
+50	0	0	0

HEKATOMBAION

Element: Water

Residence: Gladshiem



EXP: 7
Gald: 0
Drop 1: Shark Charm 36%
Drop 2: Scarlet Manuscript 16%
Steal: Philosopher's Stone 7%

LVL		FLY		MOVE		STUN	
7				E		0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
48231	750	811	534	825	542	557	39

RESISTANCES (%)

Fire	Water	Wind	Earth
+50	0	+25	0
Lightning	Ice	Light	Darkness
-50	0	0	0

BOEDOROMION

Element: Dark

Residence: Gladshiem



EXP: 9
Gald: 0
Drop 1: Dark Cape 32%
Drop 2: Silver Manuscript 17%
Steal: Philosopher's Stone 13%

LVL		FLY		MOVE		STUN	
9		0		C		0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
6716	999	886	1045	698	1047	676	96

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	-25	+25

POSEIDEON

Element: Water

Residence: Gladshiem



EXP: 12
Gald: 0
Drop 1: Scarlet Manuscript 17%
Drop 2: Onchalum Ring 14%
Steal: Philosopher's Stone 22%

LVL		FLY		MOVE		STUN	
12				0		0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
113476	457	928	917	921	934	933	44

RESISTANCES (%)

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0

MAIMAKTERION

Element: Dark

Residence: Gladshiem



EXP: 11
Gald: 0
Drop 1: Mythril Ring 37%
Drop 2: Purple Manuscript 23%
Steal: Philosopher's Stone 15%

LVL		FLY		MOVE		STUN	
11		C		0		0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
100560	600	1251	805	803	805	828	94

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	-25	+25

MOUNYCHION

Element: Ice

Residence: Gladshiem



EXP: 4
Gald: 0
Drop 1: Holy Mark 33%
Drop 2: Yellow Manuscript 21%
Steal: Philosopher's Stone 5%

LVL		FLY		MOVE		STUN	
4				C		0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
8905	538	610	745	625	237	600	44

RESISTANCES (%)

Fire	Water	Wind	Earth
-50	0	+50	0
Lightning	Ice	Light	Darkness
0	+25	0	0

METAGEITION

Element: Water

Residence: Gladshiem



EXP: 8
Gald: 0
Drop 1: Spirit Mark 35%
Drop 2: Azure Manuscript 14%
Steal: Philosopher's Stone 18%

LVL		FLY		MOVE		STUN	
8		C		D		0	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
43901	918	930	938	901	902	904	6

RESISTANCES (%)

Fire	Water	Wind	Earth
+50	+25	0	0
Lightning	Ice	Light	Darkness
-50	0	0	0

ALBUM ARTRUM B

Element: Dark

Residence: Gladshiem



EXP: 65000
Gald: 50000
Drop 1: Amethyst 50%
Drop 2: Kismet 5%
Steal: Philosopher's Stone 47%

LVL		FLY		MOVE		STUN	
200				E		23	
HP	TP	P. ATK	A. ATK	DEF	A. DEF	DEX	LUCK
389545	999	1857	1860	1890	6229	1074	36

RESISTANCES (%)

Fire	Water	Wind	Earth
0	0	0	0
Lightning	Ice	Light	Darkness
0	0	-25	+25



TALES OF SYMPHONIA[®]

Dawn of the New World[™]

OFFICIAL STRATEGY GUIDE

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